



A 501(c)(3)
NOT-FOR-PROFIT
CORPORATION

2005 Annual Report

When a distinguished but elderly scientist states that something is possible, he is almost certainly right. When he states that something is impossible, he is probably wrong.

— Arthur C. Clarke



A FEW WORDS FROM OUR EXECUTIVE DIRECTOR

Thank you for taking the time to download or request a copy of our 2005 Annual Report. We place paramount value on maintaining the highest standards of ethics and accountability so we will do everything in our power to insure that our operation is an open book.

We also realize that your time is valuable, so we are making this year's report as compact as possible. If you need any details about our financials or other matters that are not included herein, please do not hesitate to contact us!

The Institute for End User Computing, Inc. is a nonpartisan 501(c)(3) nonprofit founded in New York State to engage in research and educational initiatives to bring together the people and technologies needed to make End User Computing an intuitive, enjoyable, and personally empowering experience for everyone. Our vision is to advance the state of the art and practice in computer science by pursuing the long term grand challenge research objective of bringing about the development of a new legacy free End User Computing Platform. This great quest will give meaning and coherence to all we do.

Our secondary objectives are: 1) To educate End Users in all disciplines about the full potential of information technology. 2) To encourage students of all backgrounds to go into computing by rekindling the excitement of the personal computing revolution. 3) To conduct actual research and development addressing various facets of End User Computing technology and to look at questions of economics, innovation management, public policy, and technology transfer as they relate to the advancement of new technology platforms. 4) To organize workshops & conferences as well as creating other publication venues to advance End User Computing as an academic discipline.

We are most grateful to our many volunteers and to those authors who have given us permission to share their work with the public. We would like to extend a special note of thanks to The Foundation Center in New York City for the use of its superb library facilities and for the opportunity to learn from the many free training sessions offered by its most knowledgeable and courteous staff. We would also like to acknowledge GuideStar and VolunteerMatch for their online services in support of the charitable sector.

Peter J. Wasilko, Esq.

Feel free to send email to info@ieuc.org or to write to us at:

*The Institute for End User Computing, Inc.
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It Is Time To End The Madness

During the golden age of Personal Computing, we all knew that one day Personal Computers would help us to unlock our full human potential. Machines were severely limited with little memory and processor speeds orders of magnitude slower than even the lowest of today's low end models. But they seemed to boot faster and crash less frequently back then than in today's era of blindingly fast multi-core processors, gigabytes of RAM, and mind boggling vast quantities of mass storage.

Today, we need to keep replacing perfectly good computers to constantly leapfrog our old hardware specs just to have enough memory and disk space to squeeze in the latest release of our favorite operating system lest we fall victim to the dozens of security flaws that surface each month in our current configuration. Of course, as soon as we do install the latest and greatest whatever, we quickly find ourselves back where we started from on a never ending treadmill that only serves the interests of technology vendors.

Like lemmings we march along towards the cliffs of despair feeling helpless and accepting increasingly buggy and vulnerable software. As a result, our students don't see a future in computing. The Magic of the 80's is gone and everyone assumes that while the future will bring systems thousands of times faster with millions of times the storage, every one of those gains will be eaten up by software bloat to insure that qualitatively nothing will change and inevitably it will take a super computer just to write a one page memo!

Meanwhile, fearing competition from outsourcing and immigration, the small percentage of our workforce with the skills to build and extend these systems has embraced gratuitous complexity as a market entry barrier to guarantee the need of ordinary End Users to hire them as local on site consultants. Likewise, in corporate settings, all too many developers use the lure of free software to justify their positions as administrators of baroque workflows and managers of software configurations that would make Rube Goldberg's most elaborate contraptions look like studies in Zen simplicity.

But perhaps the saddest element of the present milieu is the disconnect between the-state-of-the-art and the state of practice. One can go back to tech reports and demo systems dating as far back as the late 1970's and find useful features that demanded infinitesimal amounts of memory and processor time relative to what today's machines can throw at a problem but which never made the transition out of the lab. Of course most demo systems today are built on more widely accessible foundations, but they remain mutually incompatible offering at best a pointillist view of what might be.

Thus we often talk to their developers to suggest ways in which these technologies could be fused to better meet End User needs, In many cases, such integration is not technically feasible because they are build on different technology stacks in programming languages that can not directly interoperate. But most often, some sort of language bridge is possible in theory but fails to support a business case for the academic unit conducting the research.

So even where researchers would like to try such integrative experiments, to do so would take too many resources away from producing their next big demo to show to their funders. Moreover, such efforts wouldn't lend themselves to producing the kind of incremental quantitative results that one needs to publish a good two to ten page academic paper each year as one tries to earn tenure. Thus all long term real world concerns take a back seat to gaming the system in a never ending scramble for funding and peer recognition.

Indeed, unless an emerging technology promises to generate patents whose development current industry players would be likely to both fund and subsequently license for actual production, there is no incentive whatsoever to worry about putting the technology in the hands of ordinary End Users or to even think about the potential ramifications of its ultimate widespread adoption. Indeed, despite the emergence of the study of Innovation Management as a critical field in Business Schools, there is a strong academic bias against any similar consideration of platform creation and deployment in the technical disciplines because such work smacks of 'applied' rather than 'basic' research.

Alas, when researchers do try to publish papers that look at large scale technology integration and similar “Big Picture” topics they quickly find such work to be all but unpublishable in today’s environment of countless narrow hyper-specialized conferences and journals. Only by doodling around the edges of inconsequential problems that can be worked in sync with short term funding and publishing cycles is the academic rewarded. Meanwhile a colleague in an industrial lab needs to constrain projects to support the current product line and legacy infrastructure of his or her employer, bugs and all.

Or consider the sorry state of Real world security which is a disaster waiting to happen should we ever face a serious coordinated offensive of cyberwarfare. Moreover, untold numbers of mini-disasters are occurring all the time which are being quietly swept under the rug on an ongoing basis. Even if we assume a bug free OS as our starting point, the instant someone downloads and executes a single 3rd party program, there is no assurance that it won’t compromise our privacy, damage unrelated data, bring down

the OS or other programs, or turn one’s machine over to malicious hackers if it was authored by or tampered with by them. Furthermore, in addition to operating at a far too coarse grain, our present password and access control list based security models are a human factors travesty that leads End Users to subvert their own security as they become conditioned to dismissing security dialog boxes and writing down or reusing weak passwords.

Indeed, this status quo should not be acceptable to any of us from a security perspective. Moreover, it should not be acceptable from a technological perspective, since it denies us the fruits of past research. Economically, it should not be acceptable since it puts a staggering burden of waste and inefficiency on our IT infrastructure. Nor should it be acceptable from a social perspective since it discourages the study of technology, alienates the most vulnerable members of society, and dehumanizes all of us.

**Our Cause Is To Change These Dynamics
To Make Them Work for End Users.**

OUR VISION

Pursuing Secure, Simple, Supple & Sophisticated Systems

It’s time to abandon brittle architectures with poorly factored interfaces, gratuitous complexity, and kludged designs dominated by sacrifices on the altar of backwards compatibility.

Such artifacts are vulnerable to cyber-attack, weigh down the economy costing trillions of dollars in lost productivity, and suffer from an impoverished conceptual model that lacks the integration and elegance needed to empower end users to get the most from advanced applications in the future.

We need to put the needs of End User’s first, and in so doing invent a new software ecology with economics that work for everyone and technology that can be trusted by all.

The Need For A New Platform

A platform consists of that bundle of enabling technologies (both hardware and software) on which a developer can create solutions to End User problems.

All of today’s major platforms (Windows, Unix/Linux, and The Mac OS X) are grounded in technology decisions dating from the 70’s and 80’s. They embody many sub-optimal assumptions about what input devices would be available, how information should be organized, how resources should be managed, and how software itself should be written. Indeed, there is an entire philosophy called Worse-Is-Better that glorifies the deployment of inferior designs. But it all really comes down to the core question of for whom one is designing a system and up until now the answer has always been ‘users and developers of legacy systems’, which is to say people who have invested a lot of time and energy in learning to accommodate the bugs and design flaws of whatever they are using at the moment — people who enjoy a competitive advantage from the market entry barriers embodied in the need for such superfluous training.

Caution — Brief But Highly Technical Discussions Follow

One can't break out of this box of artificial constraints by demoing different facets of a possible solution implemented on this legacy infrastructure. It leads to a Balkanization of our research as technologies cluster around incompatible development tools and programming languages. As a result the only ways to combine elements across these environments are to nest them inside of each other (e.g. the ruby programming language implemented in the java programming language) or to run them as separate processes and in either case, have them communicate by sharing memory, invoking "bridge" functions, and/or passing messages back and forth to each other. While any variants of these approaches would be viable ways to mix paradigms in an integrated environment, as practiced by the research community they lead to hideously complex configurations that can't be reproduced by an ordinary End User, forever keeping the technologies they implement out of his or her reach.

The only way past this deadlock is to bite the proverbial bullet and rethink all of our assumptions in concert and create a new platform on which we can integrate what has come before to provide a solid foundation on which to move forward. Since the proliferation of programming languages and the Balkanization of their developer communities lies at the root of our technology integration impasse, any new platform needs a unifying language. We have seen this point proven by the history of technology whenever a radical departure from legacy norms was attempted.

This point is perfectly illustrated at Apple where Pascal provided the programming foundation for the original Macintosh and where more recently the prototype-based language, NewtonScript, paved the way for the first true PDA. Both of these languages represented advances in the state-of-the-art relative to more traditional languages favored in industry. More importantly, they facilitated the formation of highly cohesive developer communities that wrote qualitatively superior applications to those written for legacy platforms.

By moving to a new multi-paradigm programming language tightly integrated into the core operating system, a new platform could effectively address security, correctness, and resource management concerns

that cannot be handled on an ad hoc basis. Such a language would support multiple computational models allowing it to serve as an inter-lingua through which developers could finally integrate the fruits of their disparate research projects. Once one admits a break with legacy coding practices, one can contemplate the adoption of a quasi natural language syntax with literate programming support along with machine translation mechanism to make source code written for the new platform accessible to End Users the world over. Moreover, the language could be partitioned into a small number of syntactically compatible core language levels and dialects to dispense with the need to learn both computational concepts and multiple discordant notation systems.

With such a unifying language in place, it would be possible to develop a fine grained component architecture with capability based security guarantees. Development could then take place in a highly productive environment with integrated documentation, live examples, and code analysis facilities making it far easier to re-code the most promising enabling technologies to run natively in the new environment than to follow the current practice of porting entire towers of legacy API's to run existing code unmodified. This would make them available system-wide so we wouldn't be confronted with the prospect of having say a half dozen different regular expression parsing libraries all with subtly different behavior and time and space complexity.

Indeed by flattening our software towers in this way to eliminate the need for multiple programming languages with their attendant IDE's and libraries, this approach could slash code bloat and make far more efficient use of modern hardware. This would let us devote more processor cycles to making programming easier and to enhancing system security and reliability.

What The Above Means For You

At the End User Level, such an architecture would manifest itself as a highly modular environment in which core data manipulation functions would be factored out from behaviors scripting their sequencing, security policies governing their availability & invocation, and visible User Interface Affordances (i.e. advanced data visualizations as well as traditional on screen buttons and such) through which they could be

triggered. This separation of concerns would allow vendors/developers to radically customize the look and feel of the new platform to provide true Universal Accessibility and make maximal use of novel hardware by letting different flavors of the platform transparently adapt the manifestation of existing programs.

Indeed the very notion of a program would fade away as End Users would be free to mix and match behaviors, affordances, and core features at varying levels of granularity. The security model would insure that a screen saver couldn't covertly raid your online checking and that if you choose to use a closed source component (i.e. a commercial offering without full source code) you could still impose your own security policies on it or otherwise tweak its behavior with your own code by monitoring and filtering data and messages passing through its interfaces. The system could annotate data objects with biometric identification to support the notion of Fair Digital Use — our vision of a User Centric form of digital rights management to balance the needs of End Users and Content Providers. It would have many scriptable articulation points so it could be made to look and act like a legacy system or be extended to create as yet unimagined interfaces.

To an End User, the new platform would expose as little or as much complexity as his or her needs might dictate. More importantly, it could provide both interactive documentation of the public domain algorithms and technology choices that went into its design along with visualizations of its own internal state

through which a user would modify its operation on the fly — a concept called reflection in the academic literature. In short, the platform would serve as a Teaching Tool which if provided in a suitable translation to a sufficiently self-motivated End User anywhere in the world, would empower him or her to slowly peel away progressive layers of the metaphorical onion to teach him or herself all of computer science!

And this need not be a solitary venture, for there is no reason why, as the system provides models and simulations of its own behavior, it could not treat these views as entry points into an online community of users. So what from one perspective might be viewed as an application menu item, could in another be treated as a mail box to send feedback to its developer or as a chat room in which to collaborate on authoring a script to improve its behavior!

With its enhanced security, ease of use, cutting edge enabling technologies, and ability to mix-and-match commercial and open source solutions from hobbyists, entrepreneurs, and commercial software houses of all scales, our new platform will save trillions of dollars that would otherwise be wasted fighting with today's legacy yoked platforms. It will inspire a renaissance of the technology sector both in the US and abroad as lowered entry barriers make it possible to deploy more advanced and more highly customized systems helping industry, academia, and government to boost productivity across the board. It will help advance basic science, applied research, and the delivery of government services.

OUR PLAN

Instruments For Discovery

In short, we see the grand challenge goal of developing a new end user computing platform as a quest with a high intrinsic merit that will one day lead to marvelous computational instruments that will put an end to the sources of computer rage, bring tremendous economic rewards, and open the door to countless scientific and medical advances flowing from the high performance distributed computing applications it will facilitate.

Our long term quest to create such an environment will provide a perfect vehicle for broad-based collaboration on many emerging questions of technology, psychology, management, law and economics, as they relate to our design choices of programming language, component architecture, security, and rights management models.

Of course the requisite expertise to build such a system is fragmented across a number of academic, government, and industrial labs; and as we have observed above their institutional dynamics are not working in our favor. So in the short term, we are engaged in what might be termed scientific diplomacy,

working to forge an End User Community willing to experiment with radical change while building a series of strategic alliances with the key labs & players in all sectors. Indeed, we recognize the systemic nature of today's software crisis and hold no political agenda or animus towards any of today's dominant vendors or OSS activists; we merely seek avenues of technical and social cooperation to further the interests of all, trusting in End User Judgment and the marketplace of ideas to find optimal solutions.

We are also hoping to identify and mentor a small number of highly motivated students with the potential to become the technical leaders of tomorrow. In this regard we cannot overstate the power of The Platform Quest in attracting and motivating students. For most of their adult lives they have been led to believe that they were born too late to participate in the personal computing revolution — that they had arrived on the scene at The End Point of Evolution from which each new advance would be counterbalanced by increased complexity with an ever greater operational overhead leading to bigger and faster future systems that are qualitatively no more interesting than those of decades past. All too many of the pro-

jects they are offered opportunities to work on have a limited nexus with the real world and little room for them to take personal ownership creating a serious tension between whether they should be immersing themselves in legacy languages and API's or be trying to create something new.

In order to integrate the key enabling technologies needed to support a new platform, we need to identify a set of Ideal Realizable Interfaces through which we can inductively derive an optimal design. In essence, through analysis of such systems, we need to find out what functionality would provide the best foundation on which to cleanly replicate their behavior. Interestingly, this task would have a high pedagogical value calling on the student to critically evaluate existing source code, reflect upon the academic research literature, and correspond with system developers.

As we move forward and begin to attract support, we will try to create an online journal and perhaps series of transdisciplinary workshops and conferences to invite participants to share their visions of legacy free systems design and tackle the larger social, economic, and public policy questions.

OUR TEAM

Officers

PETER J. WASILKO, ESQ. - PRESIDENT, EXECUTIVE DIRECTOR, CHIEF TECHNOLOGY OFFICER, AND TREASURER

CRAIG E. WATTERS - VICE PRESIDENT

GERRY MCKIERNAN - SECRETARY

Directors

ROBERT M. AKSCYN, THE UNIVERSITY OF WAIKATO, NEW ZEALAND

BRIAN C. LASKIEWICZ, ESQ., ATTORNEY

GERRY MCKIERNAN, IOWA STATE UNIVERSITY LIBRARY

KENT L. NORMAN, HUMAN-COMPUTER INTERACTION LAB & LAPDP - UNIVERSITY OF MARYLAND

PETER J. WASILKO, ESQ. - ATTORNEY & CHAIR OF THE IEUC BOARD OF DIRECTORS

CRAIG E. WATTERS, SYRACUSE UNIVERSITY, SCHOOL OF MANAGEMENT

DAVID WILEMON, SYRACUSE UNIVERSITY, SCHOOL OF MANAGEMENT

A full listing of our Volunteer Advisory Board can be found online at: <http://advsiors.ieuc.org>

Other Volunteers

The Institute for End User Computing, Inc. enjoys the support of a number of other volunteers at various stages in their university studies and working careers. However, they have yet to complete any major projects and accordingly we have elected not to list them here, as it would fail to accurately reflect the highly preliminary nature of our recruitment and operational planning efforts and might create the false impression that we have major substantive projects underway.

THE YEAR PAST

2005 — A Year of Planning

Regulatory Compliance & Finance

Perhaps the most important developments in 2005 came in the form of professional relationships with outside experts. For while our board is rich in managerial, legal, and technical talent, the regulation of public charities is a world unto its own with countless subtle complexities that truly demand the guidance of experts who believe in their client organizations and have the right temperament to become real long term partners in their success. So it should come as no surprise that The IEUC has had a few false starts with outside experts who for one reason or another didn't quite work out.

Fortunately, those rough patches are now behind us and we can proceed with the highest confidence in our outside legal counsel Greg Lam at Copilevitz & Canter, LL.C. Attorneys at Law; in our new accountant, Frank Vassallo, CPA; and in our banker John Stylianou at The Ossining Financial Center of Wachovia Bank, N.A.

In terms of specific accomplishments, we now have a nonprofit checking account set up, we have transitioned to the accrual accounting method and submitted Form 3115 to The IRS to formalize the change, and we have filed our 2005 informational tax returns on Form 990-EZ. We have also adopted a revised Conflicts of Interests Policy and approved engaging our outside counsel to craft an Intellectual Property Policy to govern future R&D collaborations.

Technology and Online Outreach

2005 saw many changes to our website as we struggled to both adhere to "web standards" and to provide accessible pages to our many visitors using Internet Explorer. This struggle provided us with invaluable insights into what is wrong with the web today as we experimented with many "holy grail" web layouts that ultimately proved untenable, paving the way for a more pragmatic "back to the future" design approach that took center stage in early 2006 as noted in "The Year Ahead" on the next page.

A key change has been initiating a domain registration transfer to our web hosting provider iPowerWeb.com which was completed in early 2006 dramatically expanding our disk quota and opening the door for us to create easily memorable sub-domains of ieuc.org.

On a more substantive level, we provided online Archives of our most important legal documents including our 990's and Determination Letter.

Personnel

It gives us the greatest pleasure to note that as Mark Bernstein rotated out to our Advisory Board, Brian Laskiewicz and Kent Norman joined our Board of Directors restoring it to full strength.

We have also been steadily expanding our Advisory Board to reflect more areas of subject matter expertise and set up listings on VolunteerMatch.com to begin recruiting more volunteers including a number of advisors and student research associates.

THE YEAR AHEAD

2006 — A Period of Transition

Regulatory Compliance & Finance

Our greatest weakness up to this point has been our inability to commence fundraising due to the advance registration requirements of the various states. While many charities start off with a wink-and-a-nod to such rules (which in a rational world would not come into play until a new charity takes in enough

income to fund the associated compliance costs), our board of professionals and academics has opted to take the more conservative approach of registering first in those states where we plan to actively seek funds and whose registration enforcement policies don't extend a grace period to help new causes get off the ground.

To make sure that we have made the right call in this regard, we have retained the expert guidance of Copilevitz & Canter, LL.C. Attorneys at Law whose staff is now preparing our fundraising registration filings to insure that all of these key documents are correctly prepared.

This means that at some point in 2006 we should be able to add a 'Donate Now!' button to our web pages and start writing grant applications and asking individuals and foundations for support, after which we can proceed with our IP Policy development project.

Technology and Online Outreach

During the first quarter of 2006 our webmaster has revised all of our pages to accommodate the many style sheet rendering issues that plagued Internet Explorer users who make up a majority of our web site visitors. While our technical solution falls short of theoretical purity by making use of light weight tables and Internet Explorer Conditional Comments, it is the most rational way to meet the real world needs of our End Users.

We are also installing new interactive services like a Weblog, Wiki, and Survey System in separate sub-domains of iPowerWeb.com's vastly improved shared hosting server. These facilities will help us to recruit more volunteers and begin to build an online com-

munity.

Meanwhile, we will continue to add more static content of high pedagogical value to our original Website including the publication of our first Public Policy Analysis report — "The National Security Agency's Data Mining Effort" (IEUC-2006-01,IEUC-PPA-01) by West Point Assistant Professor John Brantley Halstead.

Research & Writing

As of this writing, we have begun a partnership with The Human-Computer Interaction Lab and Laboratory for Automation Psychology and Decision Processes at The University of Maryland at College Park. This project builds on our Wiki and Survey System to begin to probe the Sources of Computer Rage and engage End Users in identifying ways to ameliorate today's annoyances and to design them away in future systems.

Several of our Directors are also developing book chapters for publication.

OUR FINANCES

To date, all of our startup costs and operational expenses have been advanced by Mr. Peter J. Wasilko, with the full understanding of the entire Board of Directors that he will be fully reimbursed for these expenses as soon as funds become available to do so. This obligation to Mr. Wasilko is an unsecured interest free debt owed by The Institute for End User Computing, Inc. to him for fully documented expenses incurred for the sole benefit of the corporation. This has enabled The Institute to avoid taking out any bank loans or having to post any accounts payable to outside creditors.

It should also be noted here that Mr. Wasilko has personally authored the vast majority of the writing and graphics on the organization's web site, most of which are products of his own ongoing self-funded scholarship. Therefore, since no public support contributed to the creation of these works, he has only granted The Institute a non-exclusive non-commercial use right to them and thus retains all other residual

rights to reproduce and/or create new derivative works based on these materials including but not limited to their use in a commercial context such as a book, database, or software product.

We cannot stress too strongly that this same understanding also applies to any and all materials contributed to the website by other parties whose content was created without any public support from The Institute, and thus merely reflects our treating Mr. Wasilko's intellectual property rights in the exact same manner as those of anyone else working with our organization, since none of the works in question are "works for hire" whose ownership would vest with our organization rather than their respective authors.

As of this writing, we anticipate having our outside legal counsel review and formalize this understanding to arrive at a legally sound Intellectual Property Policy to be applied in conjunction with our Conflicts of Interest Policy to insure that our organization's activities continue to pass legal and ethical muster.

We are very pleased with our relatively slow burn rate of capital and hope that our debt levels will begin to abate with active fundraising in 2007.

BALANCE SHEET — AS OF 12/31/05 BASED ON OUR 2005 990-EZ

| Budget Item | 990-EZ Line# | Amount |
|--|--------------|-------------------|
| Total Revenue in 2005: | | |
| Donations: | 9 | \$60.00 |
| Other Assets (Prepaid Legal Fees) | 24 | \$1,750.00 |
| Expenses in 2005: | | |
| Professional Fees: | 13 | \$1,294 |
| Printing & Publishing: | 15 | \$65.00 |
| PO Box Rental: | 16* | \$90.00 |
| Telephone: | 16* | \$326.00 |
| Web Hosting: | 16* | \$95.00 |
| Total Expenses: | 17 | \$1,870.00 |
| Deficit for 2005: | 18 | \$1,810.00 |
| Assets on 1/1/05: | 25 A | \$39.00 |
| Assets on 12/31/05 | 25 B | \$1,849.00 |
| Outstanding Debt on 1/1/05 | 26 A | \$6,173.00 |
| Outstanding Debt on 12/31/05 | 26 B | \$9,793.00 |
| Net Balance of Funds for Calendar Year 2005 | | |
| Beginning of Year: | 27 A | -\$6,134.00 |
| End of Year: | 27 B | -\$7,944.00 |

* See Statement 1 of the return for a breakdown of the secondary expenses summarized on line 16.

URLs — We Have Much, Much, More Online

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|---|---|
| Our Website has many essays, links to online resources, and references. | http://www.ieuc.org |
| Our Calendar lists upcoming academic conferences. | http://calendar.ieuc.org |
| Our Weblog addresses hot topics and provides a venue for your feedback. | http://weblog.ieuc.org |
| Our Wiki gives you the opportunity to help us develop collaborative writings. | http://wiki.ieuc.org |
| Our Survey System lets you give us structured feedback. | http://surveys.ieuc.org |
| Our Archives hold PDF copies of our key documents for your inspection. | http://archives.ieuc.org |
| Our GuideStar Report helps potential funders evaluate our organization. | http://www.guidestar.org/controller/searchResults.gs?action_gsReport=1&ein=13-4226344 |
| Our VolunteerMatch Listings will help you find ways to participate in our work. | http://www.volunteermatch.org/results/org_detail.jsp?orgid=46296 |

We Know What Needs To Be Done!

We Know Who Knows How To Do It!

But We Will Need Your Support To Make It Happen!

The contents of this report were prepared and certified by Peter J. Wasilko, President of The Institute for End User Computing, Inc.