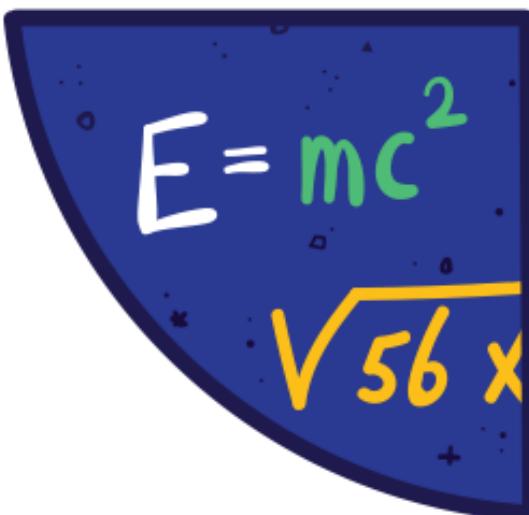




SCIENCE CIRCLE



Annual Report 2023 – The Science Circle

1. Introduction

- The Science Circle began in February 2008 and has been a Netherlands-registered foundation since July 3, 2017, offering free international scientific education through Second Life, YouTube, and PDFs and PowerPoints on our website. Our mission is to make science accessible to everyone worldwide. This report outlines our activities and finances for 2023.
- According to our statutes, established upon incorporation on July 3, 2017, our objective is "to share knowledge globally and promote free education and activities related to it in the broadest sense, or which can incidentally or structurally contribute to it; to connect various disciplines, inspire innovation, and serve as a forum for the exchange of ideas, without a profit motive." The full statutes are available upon request from the Chamber of Commerce (KvK number 69118701).
- Address: Jacob van Campenstraat 55, 7606 TX Almelo, Netherlands.
- KvK: 69118701
- RSIN: 8577.43.752

2. Board and Policy

- Board:
 - Chantal C.J. Jager, founder (Netherlands)
 - Jes C. Stannard, secretary (Australia)
 - Phil D. Youngblood, member (USA)
 - Mike J. Shaw, member (USA)
 - Stephen L. Gasior, member (USA)
 - Natalie M. Foster, member (USA)
- Board members receive no compensation; all work is performed voluntarily.

3. Activities

- In 2023, The Science Circle organized 158 interactive lectures and excursions in Second Life, published 21 lectures on YouTube, shared 30-40 free PDFs and PowerPoints, and released 10 scientific blogs via our website.
- Our scientists from Bonaire (NL), Canada, Ecuador, Ireland, Italy, Japan, Mexico, Panama, Scotland (UK), Singapore, United Kingdom, USA, and Switzerland reached over 500 monthly SL users and more than 1,000 YouTube viewers.
- Topics included:
 - Technology: Artificial Intelligence (medical diagnostics), IT and scripting, history of the internet.
 - Natural Sciences: Geology, astrophysics, biology, CRISPR, marine biology, genetic modification.
 - Society: Food security, sociology of collaboration, history of Ethiopia and Eritrea, climate change, knowledge acquisition, Covid.
 - Space: The moon and future bases, NASA's Observe the Moon Night (fall).
 - Culture: Architecture, hope on the horizon, classical concerts (Sundays).
 - Special Initiatives: Weekly math club, monthly discussions, Darwin Day (led by Stephen Gasior).

4. Financial Overview

- Financial overview 2023 (amounts in €):

Item	Income	Expenses
Donations	890.72	
NSF Grant (SL)	1,200.00*	1,200.00*
Microsoft 365		156.07
Website/Server		450.00
Second Life Activity Expenses		118.80
Total	2,090.72	1,924.87
*The NSF grant is paid directly to Linden Lab; estimated value for 2023.		

- Donations: $€890.72 \div 12 = €74.23$ (exact monthly average).
- Balance: $€165.85$ (surplus). All funds have been fully utilized for educational purposes, in accordance with ANBI standards.

Balance Sheet per 31 december 2023 (Amounts in €)

Assets	Amount	Liabilities	Amount
Bank account	165,85	Equity	165,85
Total	165,85	Total	165,85

Notes:

1. Equity

The equity of €165.85 consists of donations received in 2023, minus the expenses for our activities. This amount is reserved for the continuation of our objective: supporting educational projects.

2. Bank Account

The balance of €165.85 in the bank account represents liquid assets available for ongoing projects and administrative costs.

5. Future Outlook

- After 14 and 17 years respectively of working 50+ hour unpaid weeks, sometimes during nighttime hours due to our international reach, our foundation requires that we employ at least two people full-time. Our continuity is at risk. In 2025, we are seeking funding through Erasmus+ (€60K-€140K/year) and crowdfunding (€20K-€30K/year) to enable salaries for the founder and secretary, ensuring the mission's sustainability. Our Microsoft licenses have grown to 18 (€5.10/user/month), increasing future costs.

6. What is Second Life?

- Second Life (SL) is a 3D virtual world launched in 2003 by Linden Lab, where people create avatars—digital versions of themselves—to explore, connect, and build. Unlike video games with set goals, SL is an open-ended platform where users shape the experience. Since February 2008, The Science Circle has used SL to offer free science education, hosting 158 interactive lectures and excursions in 2023 alone. Scientists from countries like Bonaire, Canada, and Japan collaborate here, reaching over 500 monthly users with talks on topics like AI and climate change, all shared via YouTube and free resources.
- Some misunderstand SL as just a game or a dated social space, with comments calling it 'boring' or 'full of idle avatars.' In reality, it's a dynamic tool for creativity and learning—think of it as a global classroom or community hub, not a quest-driven adventure. Our NSF-funded region (active until mid-2027) proves its value: a space

where real people, not bots, drive meaningful exchange. It's not about constant action but about connection, education, and expression, evolving with its users for over 20 years.