

Trustee Annual report

Geek.zone

1st April 2020 to

31st March 2021

Geek.Zone

Charity Number: 1182126

Address: UNION HOUSE 111 NEW UNION STREET
COVENTRY

Postcode: CV1 2NT

Telephone number: 03000 3000 30

Email address: hq@geek.zone

Website: www.Geek.Zone

Bank: NatWest

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Chair statement

What a year we have had in 2020 and 2021, we been in lockdown since March 2020 and been doing events online, we have made new friend across the UK and in other countries with the use of Discord and Google meet. And other events like Movie night and Minecraft have help pass the time. We have been working on the website and membership system.

We are looking forward to getting events back to in person events the after announcement by the government to end restriction

There are also many more geeks to find, so we will be out there doing just that. Invite your family, friends, colleagues, that bloke on the bus, everyone you think might be interested in joining our awesome community.

James Geddes

Chair

Geek.Zone

Social Media

Geek.Zone HQ

Geek.Zone/Coventry

Geek.Zone/Chelmsford

Geek.Zone/London

Twitter @GeekZone

Facebook /OurGeekZone

Twitter @GeekZoneCov

Facebook @GeekZoneCov

Meetup GeekZoneCoventry

Twitter @GeekZoneChelms

Facebook @GeekZoneChelms

Meetup GeekZoneChelmsford

Twitter @GeekZoneLondon

Facebook @GeekZoneLondon

Meetup GeekZoneLondon

James Geddes: Chair & CEO

Hannah Baller: Secretary and Coventry Regent

James Webb: Treasurer Retired 19/07/2020

Matthew Wadland: General Trustee till 08/08/2020
temporary put as Treasurer until election at AGM
28/11/2020 elected as Treasurer.

Giles Roberts General Trustee 30/03/2021

Sam Winterhalder General Trustee 30/03/2021

Volunteer

Accounts: John P, Aaron F

Developers committee Lead: James Geddes Team: Carwyn
N, Sam Winterhalder, Tristan B, Jack B, Giulio G, Bala

Objectives and Activities

The objects of the CIO are:

The promotion of social inclusion for the public benefit of the public who are socially and economically excluded on grounds of mental ill-health, who experience high levels of social anxiety and difficulties with social interaction by providing assisting in the provision of advice, guidance, support and educational activities.

For the purpose of this clause 'socially excluded' means being excluded from society, or parts of society, including access to employment, as a result of disability or mental ill-health.

Aims:

Geek.Zone runs events in the community to promote social inclusion and mental well being by giving members a likeminded social network to become part of, including but not limited to board gaming, LAN parties, coding education.

Activity:

This year due to Covid 19 our activities have been done online, we have had pubs and other venue closed from 23 march 2020 so events have had to change, to pint night being

done on Google meet and Discord. We held online cinema night with kast and Netflix party, also multiplayer games like world of warcraft, minecraft and online food nights, we had one social distance event in a park.

Venues/online

Available to all districts

Online events

Google meets

Discord Channel

Minecraft Geek.zone own minecraft server

World of warcraft

Netflix Teleparty

Kast sharing site

Coding

Skype

Coventry

Hearsall common Coventry CV5 6GN

Chelmsford

London

Constitution:

The Geek.Zone governing document is the Geek.Zone Constitution. This is available at [Geek.Zone/Constitution](#).

Organisational Structure

Geek.Zone is comprised of three Districts;

- [Geek.Zone/Coventry](#)
- [Geek.Zone/Chelmsford](#)
- [Geek.Zone/London](#)

These Districts work together to build the community as a whole. They are not separate charities.

Geek.Zone has a Trustee board and a "Let's Do This" or "LDT" team. The LDT team might be known as a steering committee elsewhere. Together, they ensure that the day-to-day tasks are executed. This is coordinated using "Trello" boards at trello.com/geekzone and discord.

Decision Making:

Major decisions are made by way of a ballot of all Geek.Zone members. This includes but is not limited to;

The appointment of Trustees Constitutional amendments:-
Day-to-day decisions are made by a way of a show-of-hands at “Let’s Do This”, LDT, team meetings. Also some decisions have been done on discord text chat service this allowed our member to get more involved in decisions of where the charity goes.

Related Parties Geek.Zone does not have any subsidiaries.

Risks:

As with all organisations, there are many risks that Geek.Zone faces. The trustees have identified the following as major risks and mitigate them as described.

Damage to Reputation:

Geek.Zone has always worked hard to build an excellent reputation in its communities. This has taken years to achieve, and could be destroyed in moments. Damage to the Geek.Zone reputation could lead to;

- Loss of members

- Loss of partners
- Cease of operations

In order to mitigate this risk, the Geek.Zone Trustees think very carefully about who Geek.Zone forms any type of relationship with. Full "due diligence" research is carried out before entering into a relationship. Criteria include but are not limited to;

- Financial conduct
- Leadership & membership conduct
- Third party reviews
- Incorporation data
- Known associations

For example, an organisation that has;

Seen allegations of abusive leaders

Published member data against GDPR

Aggravated third parties

Would not be one that Geek.Zone would ever partner with. Even if those problems were resolved, the damage to the reputation of that organisation would clearly be so severe that it could not be ameliorated overnight. Allowing Geek.Zone to associate with such an organisation would negatively impact the good reputation that Geek.Zone has worked hard to build.

Funding Decline

Geek.Zone currently receives 100% of its financial support from its members. A decline in Geek.Zone membership would impact the funds available to carry out Geek.Zone activities, seriously limiting what could be achieved. In order to mitigate this risk, the Geek.Zone Trustees and LDT team advertise to key target groups through Facebook and Meetup and our Membership system for those who have tick GDPR box and advert on discord and our Just Giving page which we have added.

Inadequate Insurance:

As an unregistered charity at the time, Insurance had been very difficult for Geek.Zone to obtain. This has meant that we are risking our resources in the hope that they will not get damaged or stolen.

In order to mitigate this risk, Geek.zone has insurance which cover:

Public Liability and Employers' Liability

Public Liability Limit: £5,000,000

Employers' Liability Limit: £10,000,000

Professional Indemnity and Trustees Liability

Limits: £250,000

Cyber & Data Risks

Limit: £50,000

We have renewed with Markel Direct Insurance £198.24

Loss of Data:

In the worst case scenario, loss of all Geek.Zone data would lead to a loss of income as we would not be able to contact members. Without a website, meaning we would also not be able to publicise our activities.

The Geek.Zone Trustees mitigate this risk by;

Ensuring that regular backups are taken

Dealing with providers that have resilient systems

Using LastPass to store all passwords

Fraud:

The risk of fraud is one that the Geek.Zone Trustees take very seriously. For example, identity theft could lead to debts being incurred in the name of Geek.Zone or unwanted associated being sought. The Geek.Zone Trustees mitigate this risk by monitoring the Geek.Zone bank account very closely and by communicating with others through official channels. Currently, only Trustees and LDT Team members have @geek.zone email addresses. Anyone that is not using a

@geek.zone email address is not operating with the backing of the Geek.Zone community. The Geek.Zone Trustees are also looking to implement an SSL certificate. This will further identify that the version of Geek.Zone that a visitor is viewing is correct and secure.

New Trustees:

Recruitment of Trustees is carried out through member engagement. The existing Geek.Zone Trustees send communiqués to the Geek.Zone community before each Annual General Meeting, requesting that members step forward. This is sent using email, SMS and social media. Trustees are appointed through election by the Geek.Zone community. As there is no limit on the number of Trustees that Geek.Zone can have at any one time, the ballot is held to "Appoint" or "Not Appoint" individuals, rather than having them stand against another candidate. A Trustee is expected to fulfill the commitment they have made to our Geek.Zone community and serve for their entire 12month term. Should extenuating circumstances force them to stand down, the remaining Trustees can appoint a replacement if;

The total number of Trustees is less than three or,

One of the required positions is left vacant;

- Chair

- Secretary
- Treasurer

Wherever possible, the Trustees will hold a by-election in preference to appointing a new trustee without the approval of the Geek.Zone Community. No other parties are currently permitted to appoint Geek.Zone Trustees. Trustee Induction & Training All information required by a new Trustee can be found at [Geek.Zone/Trustee](#). Existing and outgoing Trustees also provide personal support to new Trustees.

Achievements and Performance

	2017	2018	2019	2019/2020	2020/2021
Pint Night	343	1329	1385	1444	479
Geekgrub	23	117	94	124	21
Retro Gaming	78	361	249	267	0
Cinema	20	75	86	93	17
Free Film Fargo	23	26	0	0	0
Invade..	11	21	31	31	0
Comic con	13	29	39	34	0
Geek Quiz	11	25	3	0	0
Home film night	14		0	5	196
Halloween	5	6	2	2	0
Geekzone gaming		88	95	93	0
Theater		5	0	0	0
Other		69	304	266	34
Ten pin		49	97	93	0
Code		16	12	7	175
LGBT+geek			13	52	0

2020/2021 Performance is low compared to the year before. Covid 19 restrictions with job changes and lifestyles people have had and the availability of online events. We did have some people feel that it was not for them. But we did get

new people from a wider area in the UK and some from other country join us online.

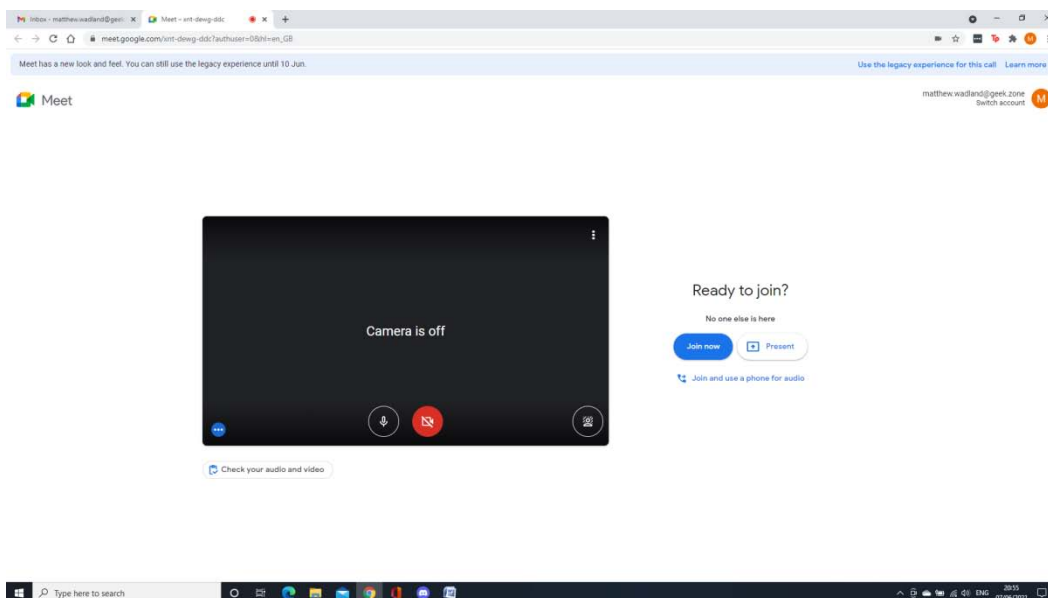
Per event average					
Pint Night	19	26	27	25	9
Geekgrub	5	7	8	10	4
Retro Gaming	20	26	21	21	0
Cinema	5	5	5	5	4
Free Film Fargo	4	3	0	0	0
Invade..	6	5	6	5	0
Comic con	4	3	4	4	0
Geek Quiz	11	6	3	0	0
Home film night	7		0	5	5
Halloween	5	6	2	2	0
Geekzone gaming		7	11	2	0
Theater		5	0	0	0
Other		6	14	9	3
Ten pin		7	8	8	0
Code		2	2	1	4
LGBT+geek			13	9	0

Member numbers:

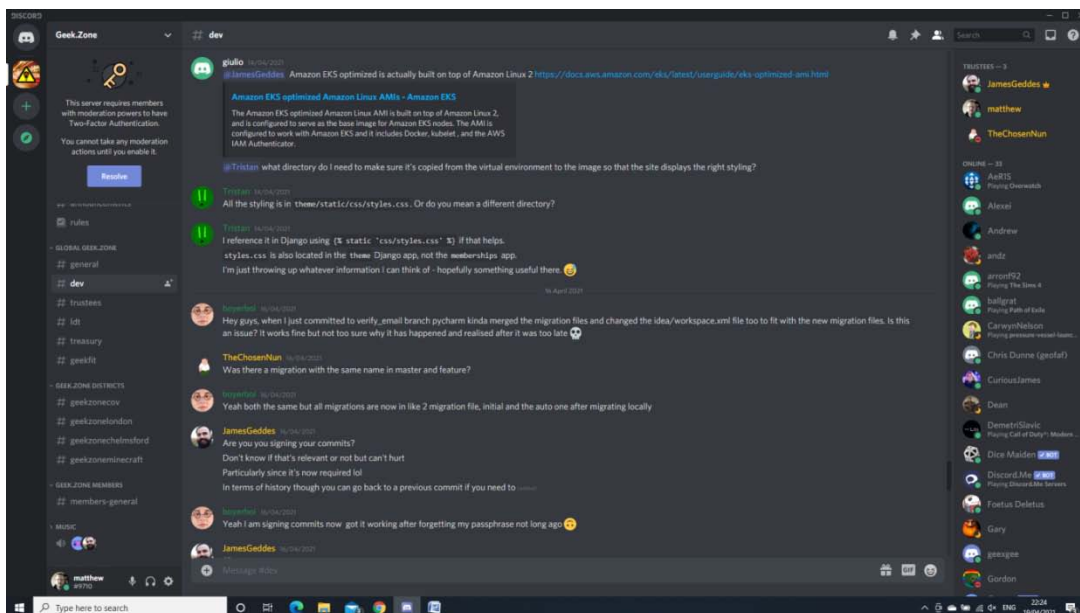
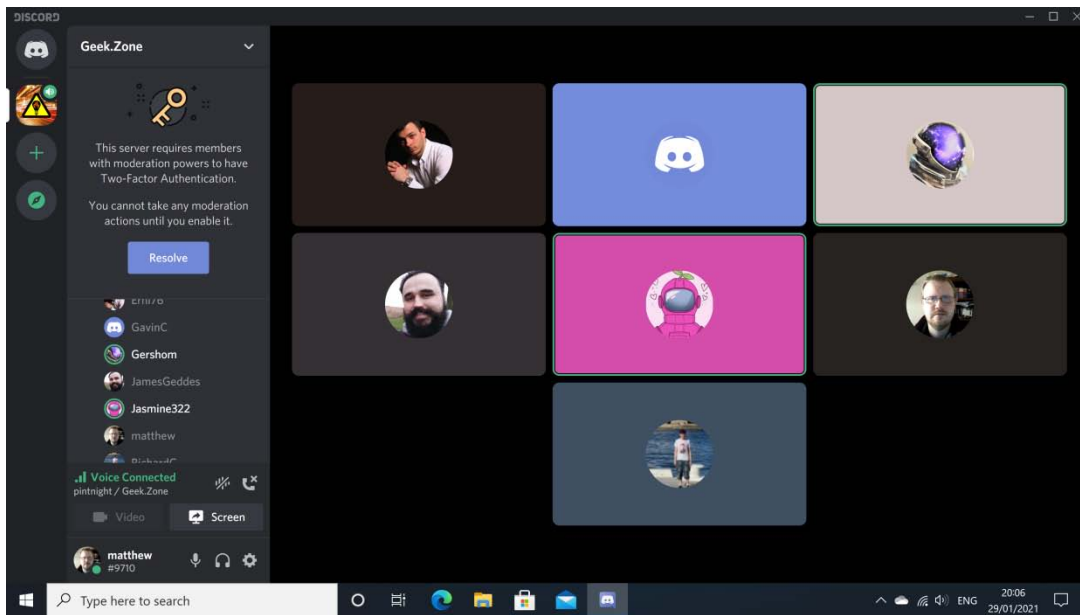
We have 47 member who are active and 26 on the expired members list. Most of the ones on the expired list are still active but they had not renewed the membership due to Covid 19 restrictions on events and also due to how they pay their membership. We also did not want to push them during these unusual times.

Pint night online:

This event has been held online since lockdown was announced in 2020. We were using Google Meet for a month, then we switched to our Discord channel where we have been ever since. 20 was highest attendance number.

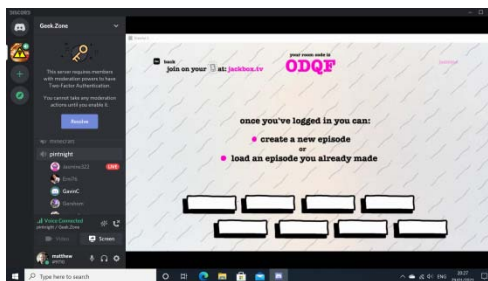
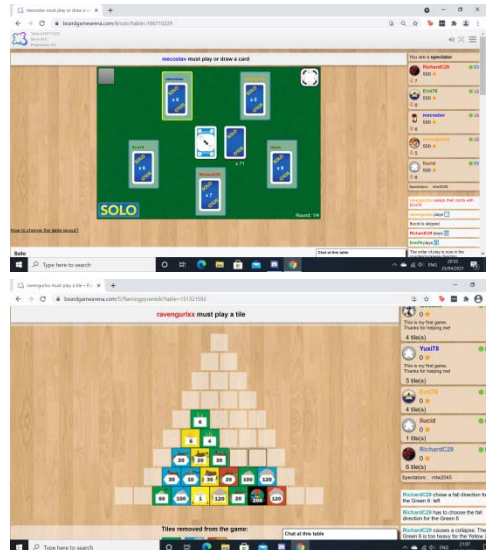
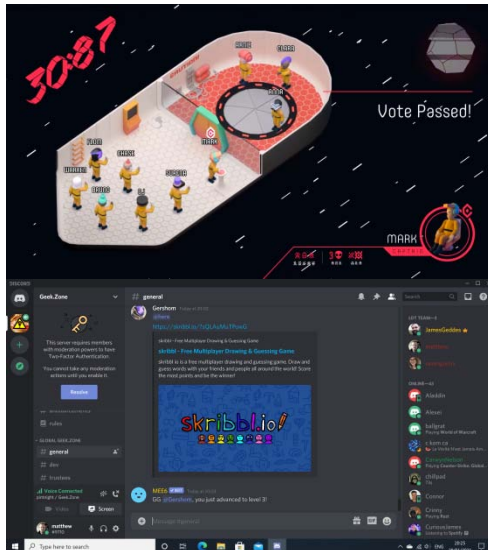


We did some quizzes on geek subjects to win prize which were steam games, you did not have pay to enter you could do it for fun.



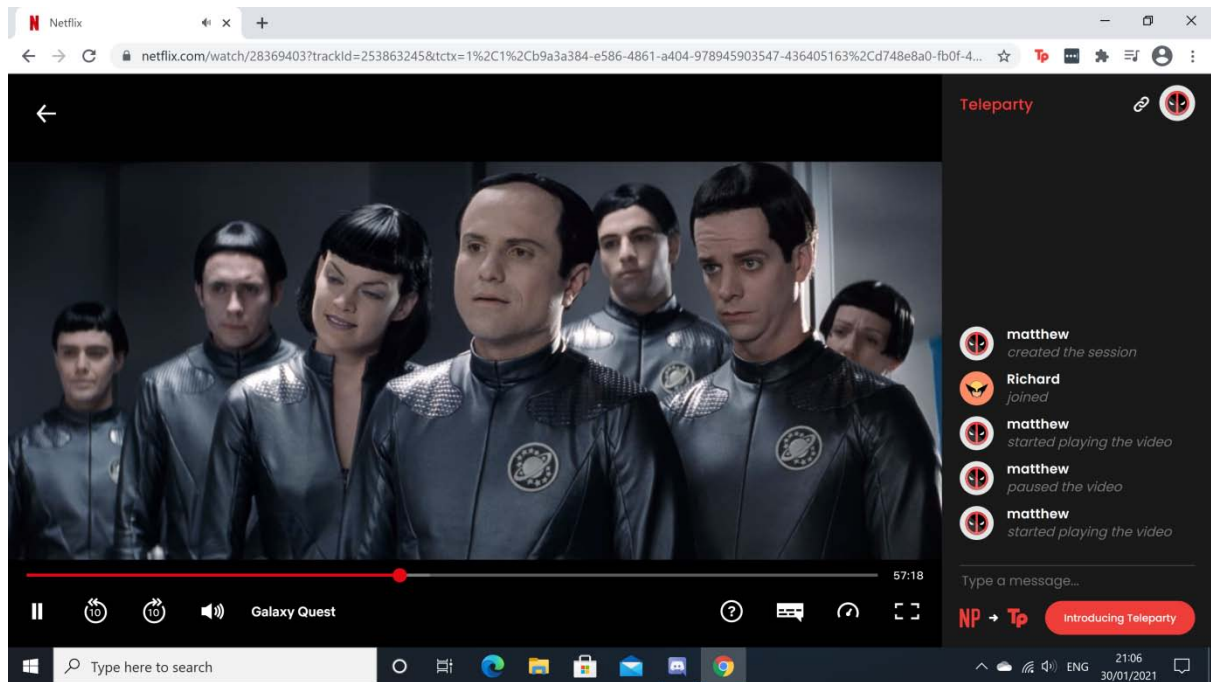
We also played games like Among Us on steam/bluestack emulator or mobile version, Jack box games through discord share screen, Board games arena solo, flaming pyramids Skribbl.io and Sketchful.io.





Cinema invasion online on Wednesday and Home movie night on Saturday:

Cinema invasion online event was on last Wednesday of month total of 4 events. We decided run the Saturday event alongside but after while we thought it would be better to switch to having it as a Saturday night event. We also changed the platform for films after a review of rules. We were using Kast, then we switched to Netflix teleparty. The highest number of attendees for both events was 7.



Films like: Star Wars A New Hope, Mars attack, Pom poko, Hot Fuzz, Arrietty, Monty Python Holy Grail, Rim of the world, Enola Holmes, Early man etc

We pick films and voted on them, and then talked about them afterwards.

Minecraft and Event on Sunday Java edition:

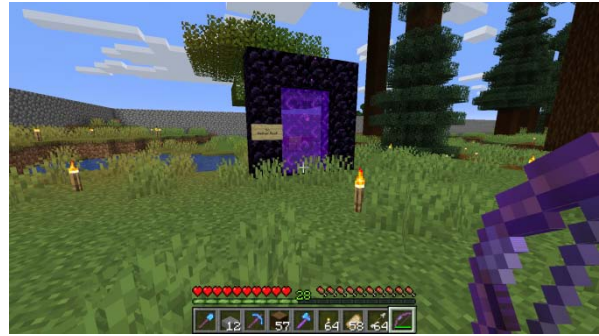
Geekzone has its own server which we put with Shockbyte. We found it ok to begin with but after while as we build more of the world we found the performance of server lag behind so we upgrade, but the cost started to get higher. So we found that Charity Digital Exchange, small fee £181 cost change due \$ for filling out forms for Amazon Web service AWS grant to get \$2000 credit which are for their web

services this link in with Dev team which talk about further down the page.

Sunday event was work on a project within Minecraft and have to complete building art work or iron golems, and judge on to win items in game like a diamond or book etc highest number was 5.







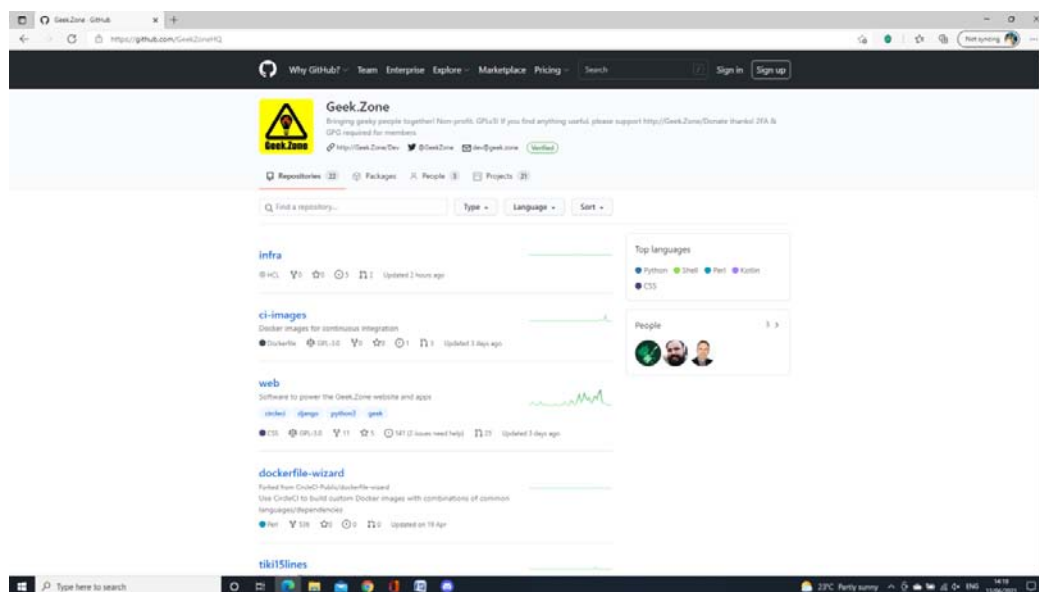
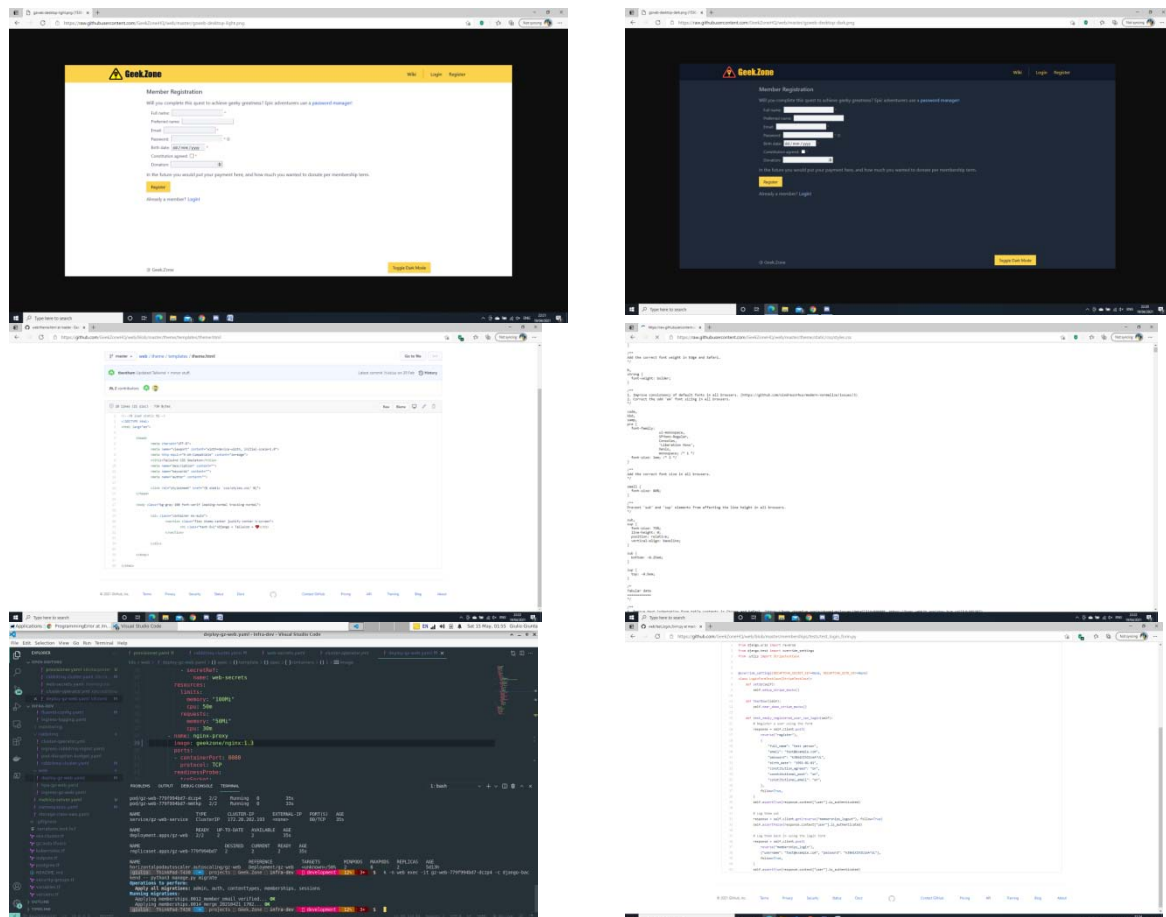
Development/coding Event online:

This event is on Sunday anyone can join in no skill needed as the event is about helping to learn new skills. We have Pluralsight one which helps to learn new skills to help with projects, also people who do it for their living, also we have online book Refactoring UI . They have been working on website, minecraft server optimization membership system using Python, Django, Html, CSS, JavaScript, terraform, AWS

SQL Kubernetes etc. All this is done through our Github account this helps the team work together on problems “ Millions of developers and companies build, ship, and maintain their software on GitHub—the largest and most advanced development platform in the world” 7 was the highest number attendees for this event and Pluralsight One 2 people so far register on the course reduce rate for charity £167 .

- Google, GBP£8000 annually, to help us be more productive **free item no cost**
- Microsoft, USD\$3500 annually, to support our technical capabilities **free item no cost**
- Atlassian, USD\$3450 annually, to support our technical and support capabilities **free item no cost**
- JetBrains, GPB£2495 annually, to improve our coding **free item no cost**
- Amazon, USD\$2000 annually, to support our technical capabilities **cost admin fee £181**
- Docker, USD\$300 annually, to publish our software **free item no cost**
- GitHub, GBP£240 annually, to improve our coding **free item no cost**
- BitFolk, GBP£64.90 annually, to support our technical capabilities **free item no cost**

Most of the above item is free unless stated, the cost is in dollars and pounds, is if we had to pay for it.



World of Warcraft online:

This event was based on a PC Online Role-playing W.O.W. Fight for your lives across with world of Azeroth, defeat trolls, demons and upgrade your character. You need the same version as everyone else to play this game which was the standard edition we had 2 people for this event

Geekgrub and Brunch event online:

This was an online event it was done on discord and google meet. It was held on Wednesday night and Saturday mid morning breakfast, we had food together and a chat about stuff. Highest number attended was 5.

Tolkien Discussion/Reading Group:

This was an online event which was normally done in Big Comfy Bookshop but Due to COVID 19 this event takes place on Skype. All are welcome to our monthly Tolkien Group which was a joint event with Geekzone Coventry, one of the

members is part of that group. Come and meet like-minded Tolkien fans. They discuss the chapters and they have talk about them afterwards.

Games in the Park: a socially distanced IRL afternoon in the sun

This event is our first tentative step toward getting back to in-person events! We have high-visibility string so that we can make the social distancing boundaries easy to follow and we will meet outside to ensure compliance with the rules. Everyone will have a 2m x 2m square, which will be separated from every other square by 2m in each direction. We are doing everything possible to be responsible at this difficult time. Join us in the park for an afternoon/evening of picnics and games! Bring your own food, blankets and drinks, and Geek.Zone will provide the games! Everything will be non-contact, 3 was highest number as weather was not as good

Looking Forward:

Uk road map out of Covid 19 opening up so we get back to doing normal events with no restriction.

Applied for grant application for Arnold Clark community fund 21/03/2021 hopefully we get this.

Geekzone 01 opening later on in the year, pending on Grant funding application being successfully.

Membership system and new website.

Push for more people to join our Pluralsight One training.

AWS accesses for member who want use it for their website and application projects.

Treasurer:

Account we have had our income drop off, we normally get raffle income from events and donation from comic con events. We try to get quiz income from our pint night event but as it was not generating much interest our prize were low value game on steam, which most people already had or did not have steam games software. We did get some donation to cover cost of Minecraft and the AWS also from £10 month donation for access to Pluralsight one course and some money from monthly BACS payment from some of the members.

Trustees

Chair

James Geddes


J.G. Geddes (Chair) Dec 3, 2022 12:56:47 PM

Treasurer

Matthew Wadland

matthew wadland

Secretary

Hannah Baller


Hannah Baller (Sec) Dec 3, 2022 12:40:07 PM

Statement of Profit and Loss

Geek.Zone

For the period 1 April 2020 to 31 March 2021

Account	1 Apr 2020 to 31 Mar 2021
Turnover	
Donations	835.71
Geek Zone Events	40.38
Grants	11.95
Membership	59.03
Other Revenue	17.69
Virtual Pint Night	179.54
Total Turnover	1,144.30
Cost of Sales	
Cost of Goods Sold	45.12
Total Cost of Sales	45.12
Gross Profit	1,099.18
Administrative Costs	
Audit & Accountancy fees	21.60
Bank Fees	12.22
DBS	52.92
Depreciation Expense	383.97
Entertainment - 0%	70.05
General Expenses	202.23
Insurance	45.92
IT Software and Consumables	167.06
Motor Vehicle Expenses	18.53
Postage, Freight & Courier	5.00
Rent	53.36
Staff Training	76.46
Subscriptions	842.06
Web hosting expenses	953.87
Total Administrative Costs	2,905.25
Operating Profit	(1,806.07)
Profit on Ordinary Activities Before Taxation	(1,806.07)
Profit after Taxation	(1,806.07)

Statement of Financial Position

Geek.Zone

As at 31 March 2021

Account	31 Mar 2021
Fixed Assets	
Tangible Assets	
Computer Equipment	126.46
Games and collectibles	480.63
Less Accumulated Depreciation on Computer Equipment	(934.83)
Less Accumulated Depreciation on donation reserve	(33.04)
Less Accumulated Depreciation on Office Equipment	(296.78)
Office Equipment	372.78
Total Tangible Assets	(284.78)
Total Fixed Assets	(284.78)
Current Assets	
Cash at bank and in hand	
GBP PayPal	30.33
GEEK.ZONE	1,130.26
Total Cash at bank and in hand	1,160.59
MyInventory	3.25
Total Current Assets	1,163.84
Net Current Assets (Liabilities)	1,163.84
Total Assets less Current Liabilities	879.06
Net Assets	879.06
Capital and Reserves	
Current Year Earnings	(1,806.07)
Donation reserve	(78.95)
Retained Earnings	2,764.08
Total Capital and Reserves	879.06

Notes to the Accounts

For the period 1 April 2020 to 31 March 2021

1. Accounting Convention

The accounts for the period 1 April 2020 to 31 March 2021 have been prepared on an accruals basis in accordance with applicable accounting standards and the Charities: Statement of Recommended Practice applicable to charities preparing accounts in accordance with the Financial Reporting Standard applicable to the UK and Republic of Ireland (FRS 102) (effective 1 January 2016) - (Charities SORP (FRS 102)) and the Charities Act 2011.

2. Going concern

The charity's financial statements have been drawn up on a going concern basis as the Trustees have no reason to believe that the charity will not continue in operation.

3. Income and Expenditure

Income is recognised on a receivable basis Expenditure is recognised on an accruals basis.

4. Creditors

	2021
Accruals	0
Other creditors (unclaimed expenses)	0
	<hr/>
	0.00
	=====

Trustee Treasury:
Matthew Wadland
Matthew Wadland