

WSL Appointed as a Catalyst 2030 Member

Fast Growing EdTech Company becomes a member of innovative global movement

Oxford (UK), 8 February 2022 – Catalyst 2030 is a global movement of social entrepreneurs and social innovators from all sectors who share the common goal of creating innovative, people-centric approaches to attain the Sustainable Development Goals by 2030.

Weird Science Lab has been appointed a member of Catalyst 2030, the global social impact initiative, serving in both the Catalyst 2030 Global and European chapters.

"*Membership in Catalyst 2030 is a milestone in Weird Science Lab's edutech initiatives, and we are humbled by the appointment*", noted WSL Chairman, Gary Pickholz, during the induction ceremony.

Joining forces with communities, governments, businesses and others, Catalyst 2030 members are changing systems at all levels through collective action and bold, new strategies. Catalyst 2030 members are driven by a passionate determination to ensure that the SDGs are met by 2030 thereby avoiding the devastating 50-year delay predicted in the Social Progress Index. Members, such as WSL, envision achieving this through the mobilisation of social entrepreneurs, partners and resources. By working together, our aim is to ensure all 17 goals are addressed as part of an interrelated, bigger picture, and not in isolation.

WSL provides AR/VR STEM curricula. Its Africa Initiative focuses upon providing world-class STEM curriculum in regions with limited science facilities and resources via VR/AR. Through striving to achieve SDG 4, 'quality education', we can collaboratively achieve positive social progress.

About Weird Science Lab

Weird Science Lab (WSL) is a University of Oxford EduTech spinout, with the mandate to free the 21st-century intellectual property of major universities from the 15th-century shackles of the Gutenberg printing press. WSL focuses on providing third-generation Virtual and Augmented Reality tools to revolutionise the traditional STEM (Science, Technology, Engineering, and Mathematics) curriculum for secondary and higher education in both the developed and emerging regions. To achieve this, WSL partners with businesses, educational institutions, and other stakeholders to adapt existing commercial VR and AR technologies to the educational needs of today's students. The company also has research and development facilities at Harvard/MIT.



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