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Inside C2

# Southern DAILY

Make Today Different

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## More than half of the world will be overweight or obese by 2035 - report

LONDON, March 2 (Reuters) - More than half of the world's population will be overweight or obese by 2035 without significant action, according to a new report.

The World Obesity Federation's 2023 atlas predicts that 51% of the world, or more than 4 billion people, will be obese or overweight within the next 12 years.

Rates of obesity are rising particularly quickly among children and in lower income countries, the report found.

Describing the data as a "clear warning", Louise Baur, president of the World Obesity Federation, said that policymakers needed to act now to prevent the situation worsening.

"It is particularly worrying to see obesity rates rising fastest among children and adolescents," she said in a statement.

"Governments and policymakers around the world need to do all they can to avoid passing health, social and economic costs on to the younger generation."

US CDC concludes cough syrups likely to blame for children's deaths in Gambia -report  
U.S. FDA panel to review expanded use of Merck-AstraZeneca's cancer drug  
Viatrix warns it will stop selling essential drugs in UK without changes to drug pricing agreement  
Europe will lose out on medical innovation if draft EU reforms pass -Novo Nordisk CEO  
The report found that childhood obesity could more than double from 2020 levels, to 208 million boys and 175 million girls by 2035.

The cost to society is significant as a result of the health conditions linked to being overweight, the federation said: more than \$4 trillion annually by 2035, or 3% of global GDP.



Visitors to the Southbank are seen reflected in rainwater, in London, Britain, December 29, 2022. REUTERS/Peter Nicholls

However, the authors said they were not blaming individuals, but calling for a focus on the societal, environmental and biological factors involved in the conditions.

The report uses body mass index (BMI) for its assessments, a number calculated by dividing a person's weight in kilograms by their height in metres squared. In line with the World Health Organization's guidelines, a BMI score over 25 is overweight and over 30 is obese.

In 2020, 2.6 billion people fell into these categories, or 38% of the world's population.

The report also found that almost all of the countries expected to see the greatest increases in obesity in the coming years are low or middle-income countries in Asia and Africa.

The data will be presented to United Nations policymakers and member states next week.

## US Justice Dept wants execs to foot bill for corporate misconduct

MIAMI, March 2 (Reuters) - The U.S. Justice Department is rolling out a new policy aimed at pushing the cost of corporate crime into the pockets of executives, the latest in a series of changes at the agency under President Joe Biden.

The agency's criminal division will give discounts on fines for companies that seek to claw back compensation from corporate wrongdoers, Deputy Attorney General Lisa Monaco said at a conference on Thursday. Any company seeking to resolve a U.S. investigation will also have to implement a plan to include compliance goals as part of compensation and bonuses.

"Our goal is simple: to shift the burden of corporate wrongdoing away from shareholders, who frequently play no role in misconduct, onto those directly responsible," Monaco said at an American Bar Association conference in Miami.

Companies often pay fines to

U.S. authorities to resolve investigations into wrongdoing, a practice that some say further harms shareholders but leaves corporate executives unscathed.

US Supreme Court doubt over student debt relief looms over Biden agenda  
US senators reintroduce bill to make daylight saving time permanent  
Biden to sign Republican bill blocking changes to Washington, DC, crime laws  
Michigan attorney general says she was target of plot to kill Jewish officials  
U.S. House Ethics Committee opens probe of Republican congressman Santos  
"Clawbacks are not a new idea but our view is that they have never really been deployed effectively or regularly," Marshall Miller, principal associate deputy attorney general at the Justice Department, told Reuters in an interview along the sidelines of the conference.

The three-year pilot program will

give discounts tied to the size of the clawback on penalties, and firms will get to retain a portion of that money even if they are unsuccessful in clawing back compensation provided they try to in good faith, Miller said.

"If you are going to create a culture that calls out misconduct and promotes compliance, you need people to have skin in the game," Miller said.

The Securities and Exchange Commission last year dramatically expanded the scope of its clawback powers, which were created in 2002.

Monaco's "strong warning to 'step up and own up' is a clear shot across the bow of corporate America for non-disclosing companies," said John Carney, co-leader of BakerHostetler's White Collar, Investigations and Securities Enforcement and Litigation team.



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# WEA LEE'S GLOBAL NOTES

03/04/2023

## State Government May Take Over Houston School District

A group of church and community members gathered in front of the Houston School District building on Friday to protest against the upcoming state government take over of the Houston School District. They said this is a politically motivated action and not for the benefit of the students.

Mayor Sylvester Turner said the State may take over the Houston School District which is the largest district in Texas.

Over the past four years the district has had many issues and finally the Texas Supreme Court has ruled that the State can intervene.

Many community leaders said the take over is because the school district is mostly made up of minorities. Otherwise, this would not be happening.

We would like to point out that this take over is really an insult to our city. It means we can't even manage the education of our city.

Education is the most important issue in our community and in the nation. Our school board is elected from the grass-roots. Some of the members may lack knowledge of education, but they are the ones who make the decisions that shape the future of our school district.

We all should deeply review and learn from this disaster and come out with the solution for our school district.

HISD



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**Southern DAILY** Make Today Different

## Editor's Choice



A screen grab shows a selfie of actor Jeremy Renner on a hospital bed, posted on Instagram with a caption reading, "Thank you all for your kind words. I'm too messed up now to type. But I send love to you all" in this picture obtained from social media. Jeremy Renner via Instagram



WASHINGTON, Jan 4 (Reuters) - Republicans in the U.S. House of Representatives struggled with a second day of division on Wednesday as a stubborn band of holdouts refused to back Kevin McCarthy's bid to lead the chamber, defying former President Donald Trump's call for unity.

Despite Trump's appeal, McCarthy fell short in a fourth vote



A limousine carrying Britain's King Charles and Queen Camilla leaves RAF Northolt, near London, Britain. REUTERS/Paul Childs



Patients lie on beds and stretchers in a hallway in the emergency department of a hospital, amid the coronavirus disease outbreak in Shanghai, China. REUTERS/Staff



U.S. House Republican leader Kevin McCarthy reacts to the cheers of his Republican colleagues as he is reintroduced as a Republican candidate for a second round of voting in the race to be the next Speaker of the House during a vote in the House Chamber on the first day of the 118th Congress at the U.S. Capitol in Washington. REUTERS/Evelyn Hockstein



A soldier from Carpathian Sich international battalion fires an RPG while conducting maneuvers near the front line, as Russia's attack on Ukraine continues, near Kremenna, Ukraine. REUTERS/Clodagh Kilcoyne





**Key Point**  
(Editor’s Note: *In what may be the most ambitious and far-reaching “corporate pivots” of our time, Facebook is changing its name to Meta and introducing a corporate redo that will include features and services aimed to touch and influence every area of our lives. What this will all mean going forward is impossible to totally understand at the outset because the “Meta universe” as introduced to the media by Facebook CEO Mark Zuckerberg will be an offering of services ranging from gaming to altered reality that will be constantly be changing, evolving and growing right in front of our eyes. Will it be good for us, or only another array of digital distractions from our “real lives?” The company says the concept has been in the works for years and that there will be many new choices for consumers. I say give it a chance, but keep an open mind./John T. Robbins)*

**What Is The Metaverse? How Will It Change Our Lives?**  
**The basics:** Facebook CEO Mark Zuckerberg on Thursday, October 28, 2021, said the social media giant is renaming its company that will now be called Meta.  
**Why it matters:** The effort is meant to shift its image from a social media platform to a “metaverse” company that focuses on building virtual work and social communities.  
**Details:** Speaking at Facebook’s annual Connect AR and VR event, Zuckerberg said that Facebook’s future “is beyond any one

company.”  
• Moving forward, he said, users will not need to log into Facebook to be able to access the company’s other apps and features.  
• “I’ve been thinking a lot about our identity as we think about this next chapter,” he said. “Facebook is one of the most used products in the world. It’s an iconic social media brand, but increasingly, it just doesn’t encompass everything that we do.”  
• “Building our social media apps will always be an important focus for us, but right now our brand is so tightly linked to one

# BUSINESS

product that can’t possibly represent everything we do and will be linked to in the future,” he added.”



**The company’s corporate structure** is not changing. Monday it announced that it would separate its “Family of Apps” financial reporting from Facebook Reality Labs, which is spearheading the metaverse project.  
• The company intends to start trading under the new stock ticker, MVRs, on December 1. Facebook says it has already reserved that ticker name.  
**The big picture:** The rebrand comes amid one of Facebook’s most dramatic public relations crises in recent memory. Over the past week, dozens of news outlets released reports about the tech giant based on leaked whistleblower documents.  
• The stories suggested that Facebook has known about harms caused by its policies and products, but opted not to address them at the expense of the company’s bottom line — an allegation the company vehemently denies.  
**Be smart:** Dozens of companies have rebranded over the years, typically representing a shift in focus. For example, Apple rebranded from Apple Computers and Tesla rebranded from Tesla Motors.  
• Google in 2015 famously rebranded to Alphabet and announced a restructure that made Google a subsidiary of the bigger Alphabet holding company. The new structure was meant to help separate Google’s other companies and investments, like YouTube and Android, from Google.  
**Critics:** Critics argue that Facebook’s rebrand signals more than just a business shift, but also a chance to save its reputation to avoid further press and regulatory scrutiny. (Courtesy axios.com)

**Meta’s Formal Introduction To The Media** On Thursday, October 28, 2021, CEO Mark Zuckerberg introduced Meta, which brings together our apps and technologies under one new company brand. Meta’s focus will be to bring the metaverse to life and help people connect, find communities and grow businesses.



The metaverse will feel like a hybrid of today’s online

social experiences, sometimes expanded into three dimensions or projected into the physical world. It will let you share immersive experiences with other people even when you can’t be together — and do things together you couldn’t do in the physical world. It’s the next evolution in a long line of social technologies, and it’s ushering in a new chapter for our company. Mark shared more about this vision in a founder’s letter.  
Our annual Connect conference brings together augmented and virtual reality developers, content creators, marketers and others to celebrate the industry’s momentum and growth. This year’s virtual event explored what experiences in the metaverse could feel like over the next decade — from social connection, to entertainment, gaming, fitness, work, education and commerce. We also announced new tools to help people build for the metaverse, including Presence Platform, which will enable new mixed reality experiences on Quest 2, and a \$150-million investment in immersive learning to train the next generation of creators.  
You can watch the full Connect keynote and learn more about how the metaverse will unlock new opportunities at meta.com. You can also learn more about our work over the past several months to develop the Meta brand on our design blog. Read all our news in the posts below:  
• Connect 2021: Our Vision for the Metaverse  
• Horizon Home, the Future of Work, Presence Platform, and More  
• Project Aria Update  
• How VR Is Changing the Way We Collaborate and Get Things Done  
• Gaming News  
• ‘Blade & Sorcery: Nomad’ Is Coming to Oculus Quest  
• Spark AR Roundup  
• Spark AR Certification & Professional Course Preview



Our corporate structure is not changing, however, how we report on our financials will. Starting with our results for the fourth quarter of 2021, we plan to report on two operating segments: Family of Apps and Reality Labs. We also intend to start trading under the new stock ticker we have

reserved, MVRs, on December 1. Today’s announcement does not affect how we use or share data.  
Meta builds technologies that help people connect, find communities, and grow businesses. When Facebook launched in 2004, it changed the way people connect. Apps like Messenger, Instagram and WhatsApp further empowered billions around the world. Now, Meta is moving beyond 2D screens toward immersive experiences like augmented and virtual reality to help build the next evolution in social technology.  
**“Connection is evolving and so are we.”**  
*The metaverse is the next evolution of social connection. Our company’s vision is to help bring the metaverse to life, so we are changing our name to reflect our commitment to this future.*  
**“The metaverse will be social.”**  
*Virtual reality, Augmented reality, Smart glasses*



*Discover all you can do with virtual reality.*



For additional information, go to <https://about.facebook.com/meta> (Courtesy facebook.com)  
**(Article continues below.)**

## Founder’s Letter, 2021



**Screen shot of CEO Mark Zuckerberg at the company’s “Connect” virtual event.**

(Editor’s Note: *Below is the complete, unedited Founder’s Letter as delivered by Facebook CEO Mark Zuckerberg on Thursday, October 28, 2021, as published on the internet. The only addition to Mr. Zuckerberg’s statement has been photos and graphics for the purpose of emphasizing his announcement.)*

(October 28, 2021) We are at the beginning of the next chapter for the internet, and it’s the next chapter for our company too.  
In recent decades, technology has given people the power to connect and express ourselves more naturally. When I started Facebook, we mostly typed text on websites. When we got phones with cameras, the internet became more visual and mobile. As connections got faster, video became a richer way to share experiences. We’ve gone from desktop to web to mobile; from text to photos to video. But this isn’t the end of the line.  
The next platform will be even more immersive — an embodied internet where you’re in the experience, not just looking at it. We call this the metaverse, and it will touch every product we build. The defining quality of the metaverse will be a feeling of presence — like you are right there with another person or in another place. Feeling truly present with another person is the ultimate dream of social technology. That is why we are focused on building this.  
In the metaverse, you’ll be able to do almost anything you can imagine — get together with friends and family, work, learn, play, shop, create — as well as completely new experiences that don’t really fit how we think about computers or phones today. We made a film that explores how you might use the metaverse one day.  
In this future, you will be able to teleport in-

stantly as a hologram to be at the office without a commute, at a concert with friends, or in your parents’ living room to catch up. This will open up more opportunity no matter where you live. You’ll be able to spend more time on what matters to you, cut down time in traffic, and reduce your carbon footprint. Think about how many physical things you have today that could just be holograms in the future. Your TV, your perfect work setup with multiple monitors, your board games and more — instead of physical things assembled in factories, they’ll be holograms designed by creators around the world. You’ll move across these experiences on different devices — augmented reality glasses to stay present in the physical world, virtual reality to be fully immersed, and phones and computers to jump in from existing platforms. This isn’t about spending more time on screens; it’s about making the time we already spend better.



**Our Role and Responsibility**  
The metaverse will not be created by one company. It will be built by creators and developers making new experiences and digital

items that are interoperable and unlock a massively larger creative economy than the

one constrained by today’s platforms and their policies.  
Our role in this journey is to accelerate the development of the fundamental technologies, social platforms and creative tools to bring the metaverse to life, and to weave these technologies through our social media apps. We believe the metaverse can enable better social experiences than anything that exists today, and we will dedicate our energy to helping achieve its potential.  
As I wrote in our original founder’s letter: “we don’t build services to make money; we make money to build better services.” This approach has served us well. We’ve built our business to support very large and long term investments to build better services, and that’s what we plan to do here. The last five years have been humbling for me and our company in many ways. One of the main lessons I’ve learned is that building products people love isn’t enough.  
I’ve gained more appreciation that the internet’s story isn’t straightforward. Every chapter brings new voices and new ideas, but also new challenges, risks, and disruption of established interests. We’ll need to work together, from the beginning, to bring the best possible version of this future to life. Privacy and safety need to be built into the metaverse from day one. So do open standards and interoperability. This will require not just novel technical work — like supporting crypto and NFT projects in the community — but also new forms of governance. Most of all, we need to help build ecosystems so that more people have a stake in the future and can benefit not just as consumers but as creators.  
This period has also been humbling because as big of a company as we are, we’ve also learned what it’s like to build on other platforms. Living under their rules has profoundly shaped my views on the tech industry. I’ve come to believe that the lack of choice for consumers and high fees for developers are stifling innovation and holding back the internet economy.



We’ve tried to take a different approach. We want our services to be accessible to as many people as possible, which means working to make them cost less, not more. Our mobile apps are free. Our ads model is designed to

provide businesses the lowest prices. Our commerce tools are available at cost or with modest fees. As a result, billions of people love our services and hundreds of millions of businesses rely on our tools.  
That’s the approach we want to bring to helping to build the metaverse. We plan to sell our devices at cost or subsidized to make them available to more people. We’ll continue supporting side-loading and streaming from PCs so people have choice, rather than forcing them to use the Quest Store to find apps or reach customers. And we’ll aim to offer developer and creator services with low fees in as many cases as possible so we can maximize the overall creative economy. We’ll need to make sure we don’t lose too much money along the way though.  
Our hope is that within the next decade, the metaverse will reach a billion people, host hundreds of billions of dollars of digital commerce, and support jobs for millions of creators and developers.  
**Who We Are**  
As we embark on this next chapter, I’ve thought a lot about what this means for our company and our identity. We’re a company that focuses on connecting people. While most tech companies focus on how people interact with technology, we’ve always focused on building technology so people can interact with each other.  
Today we’re seen as a social media company. Facebook is one of the most used technology products in the history of the world. It’s an iconic social media brand.  
Building social apps will always be important for us, and there’s a lot more to build. But increasingly, it’s not all we do. In our DNA, we build technology to bring people together. The metaverse is the next frontier in connecting people, just like social networking was when we got started.



Right now our brand is so tightly linked to one product that it can’t possibly represent everything we’re doing today, let alone in the future. Over time, I hope we are seen as a metaverse company, and I want to anchor our work and our identity on what we’re building towards.  
We just announced that we’re making a fundamental change to our company. We’re now looking at and reporting on our business

as two different segments: one for our family of apps and one for our work on future platforms. Our work on the metaverse is not just one of these segments. The metaverse encompasses both the social experiences and future technology. As we broaden our vision, it’s time for us to adopt a new brand.  
To reflect who we are and the future we hope to build, I’m proud to share that our company is now Meta. Our mission remains the same — it’s still about bringing people together. Our apps and their brands aren’t changing either. We’re still the company that designs technology around people.  
But all of our products, including our apps, now share a new vision: to help bring the metaverse to life. And now we have a name that reflects the breadth of what we do.  
From now on, we will be metaverse-first, not Facebook-first. That means that over time you won’t need a Facebook account to use our other services. As our new brand starts showing up in our products, I hope people around the world come to know the Meta brand and the future we stand for.  
I used to study Classics, and the word “meta” comes from the Greek word meaning “beyond”. For me, it symbolizes that there is always more to build, and there is always a next chapter to the story. Ours is a story that started in a dorm room and grew beyond anything we imagined; into a family of apps that people use to connect with one another, to find their voice, and to start businesses, communities, and movements that have changed the world.



the limits of distance and physics, and towards a future where everyone can be present with each other, create new opportunities and experience new things. It is a future that is beyond any one company and that will be made by all of us. We have built things that have brought people together in new ways. We’ve learned from struggling with difficult social issues and living under closed platforms. Now it is time to take everything we’ve learned and help build the next chapter.  
I’m dedicating our energy to this — more than any other company in the world. If this is the future you want to see, I hope you’ll join us. The future is going to be beyond anything we can imagine. — Mark Zuckerberg (Courtesy facebook.com)