The 55th Statistical Report on China's Internet Development

China Internet Network Information Center (CNNIC)

January 2025

Preface

Since 1997, China Internet Network Information Center (CNNIC) has carried out the Statistical Survey on Internet Development in China and regularly released the Statistical Report on China's Internet Development (hereinafter referred to as the "Report") at the beginning and middle of each year. Ever since then, CNNIC has published 54 reports. Thees Reports have reflected the process of building up China's strength in cyberspace through statistical data. They have provided an important reference for Chinese government departments, domestic and international institutions in the industry, experts, scholars, and the general public to understand the development of China's Internet.

The year of 2024 marked the 30th anniversary of China's full connection to the Internet and its efforts to facilitate the deep integration of real economy and digital economy. China's Internet sector has made more advances in the netizen size and Internet applications. The Internet has given full play to the driving role of network infrastructure, data connection and technology, promoting the deep integration of real economic activities, such as agriculture, industry, transport and communications, commercial services and the cultural industry, with digital technologies and digital forms. As the Internet has contributed to the transformation and upgrading of real economy, the economy has been steadily recovering and turning for the better. China has completed the tasks and objectives of the 14th Five-Year plan with high quality, laying a solid foundation for a good start to the 15th Five-Year plan.

CNNIC, a national team of basic Internet resources, has continued to strengthen its industry research capability, followed up on China's Internet development for many years, gained insights into industry trends, and supported scientific decision-making. These Reports focus on the four aspects, including basic Internet resources, size of Internet users, Internet applications and e-government. From a multi-pronged perspective, CNNIC has worked to comprehensively demonstrate the development of China's Internet in 2024 through all-round data.

Here, we hereby express our heartfelt thanks to the Ministry of Industry and Information Technology of China, the Cyberspace Administration of China, the National Bureau of Statistics of China, the Central Committee of the Communist Youth League, and other departments for their

guidance for the Reports. We would also like to express our sincere thanks to other institutions and Internet users that have supported this statistical survey.

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Contents

Core Data

◇ By December 2024, China had 1,108 million Internet users, an increase of 16.08 million compared to December 2023. The Internet penetration reached 78.6%, up by 1.1 percentage points over December 2023.

◇ As of December 2024, the number of mobile Internet users in China reached 1,105 million, representing an increase of 14.03 million from December 2023. Of all the netizens, those accessing the Internet via mobile phone made up 99.7%.

◇ By December 2024, the number of rural Internet users in China had amounted to 313 million, accounting for 28.2% of the total netizens. That of urban Internet users had reached 795 million, representing 71.8% of the total.

◇ Up to December 2024, the proportions of users accessing the Internet via desktop computers, laptops, tablets and televisions were 36.2%, 32.0%, 30.8% and 25.1%, respectively; those of users accessing the Internet via personal wearable devices, smart home devices and smart connected vehicles were 23.8%, 22.6%, and 10.7%, respectively.

◇ As of December 2024, the number of IPv6 addresses in China had reached 69,148 blocks/32, an increase of 1.6% from December 2023.

◇ Up to December 2024, China had 33.02 million domain names, of which those with .CN were 20.82 million.

◇ By December 2024, China had 1,101 million social network users, who accounted for 99.3% of all netizens.

◇ As of December 2024, China had 1,081 million users of instant messaging, an increment of 21.7 million from December 2023, taking up 97.6% of all netizens.

◇ Up to December 2024, the number of online video[1] users in China had reached 1,070 million, an increase of 3.47 million from December 2023, accounting for 96.6% of all netizens. Among them, the number of short video users had reached 1,040 million, making up 93.8% of all Internet users, while the number of micro-drama users had reached 662 million, accounting for 59.7% of the total.

[1] The size of online video users included micro-drama users by December 2024.

- As of December 2024, the number of online payment users was 1,029 million, an increase of 75.05 million from December 2023, representing 92.8% of all netizens.
- By December 2024, China had 1,004 million users of e-government, an increment of 31.40 million from December 2023, taking up 90.6% of all netizens.
- Up to December 2024, the number of online shopping users reached 974 million, an increase of 59.47 million from December 2023, accounting for 87.9% of all netizens.
- As of December 2024, the number of search engine users reached 878 million, an increment of 51.12 million from December 2023, making up 79.2% of all netizens.
- By December 2024, the number of live streaming users was 833 million, an increase of 17.37 million over December 2023, representing 75.2% of all netizens.
- Up to December 2024, the number of online news users was 811 million, an increase of 39.09 million from December 2023, accounting for 73.2% of all netizens.
- As of December 2024, the number of online music users was 748 million, an increase of 33.31 million from December 2023, representing 67.5% of all netizens.
- By December 2024, the number of online meal ordering users was 592 million, an increase of 47.77 million from December 2023, accounting for 53.4% of all netizens.
- Up to December 2024, the number of online literature users was 575 million, an increase of 54.74 million from December 2023, making up 51.9% of all netizens.
- As of December 2024, China had 570 million users of online office, an increment of 33.42 million from December 2023, taking up 51.5% of all netizens.
- By December 2024, China had 548 million online travel booking users, an increase of 39.35 million from December 2023, representing 49.5% of all netizens.
- Up to December 2024, the number of car-hailing users was 539 million, an increase of 11.80 million from December 2023, making up 48.7% of all netizens.
- As of December 2024, China had 418 million users of Internet healthcare, an increment of 3.72 million from December 2023, taking up 37.7% of all netizens.
- Up to December 2024, China had 249 million users of generative artificial intelligence (Generative AI), accounting for 17.7% of the Chinese population.

Chapter I Development and Application of Basic Internet Resources

Basic Internet resources have laid the essential foundation for the prosperous digital economy, serving as a key powerhouse for the high-quality socio-economic development. In 2024, China's basic Internet resources developed, 5G and gigabit fiber broadband advanced orderly, the access traffic of mobile Internet grew at a faster pace, and the high-quality development of information and communication yielded remarkable results.

I Development of Basic Internet Resources

As of December 2024, the number of IPv4 addresses in China was 392.39 million, that of IPv6 addresses was 69,148 blocks/32, and that of active IPv6 users reached 822 million[2]. The total number of domain names was 33.02 million[3], of which 20.82 million ended with .CN. The number of Internet broadband access ports reached 1199 million[4].

Table 1 Development of Basic Internet Resources by December 2024

Type	Unit	Number by December 2024
IPv4	1	392,386,560
IPv6	Block/32	69,148
Active IPv6 user[5]	100 million	8.22
Domain name	1	33,019,905
Including .CN domain name	1	20,823,037
Internet broadband access port[6]	100 million	11.99

[2] The number of active IPv6 users was updated by November 2024.
[3] Generic Top-Level Domains (gTLD) and New Generic Top-Level Domains (New gTLD) data are provided by China's domain name registration organizations. .CN and .中国 data refer to global registration volume.
[4] The number of Internet broadband access ports was updated by November 2024.
[5] The number of active IPv6 users was updated by November 2024.
[6] The number of Internet broadband access ports was updated by November 2024.

(I) IP Addresses

Up to December 2024, the number of IPv6 addresses had amounted to 69,148 blocks/32, up by 1.6% over December 2023. By collecting and analyzing data from 23 major public recursive services worldwide, 14 or 60.9% of them offered IPv6 public recursive services.

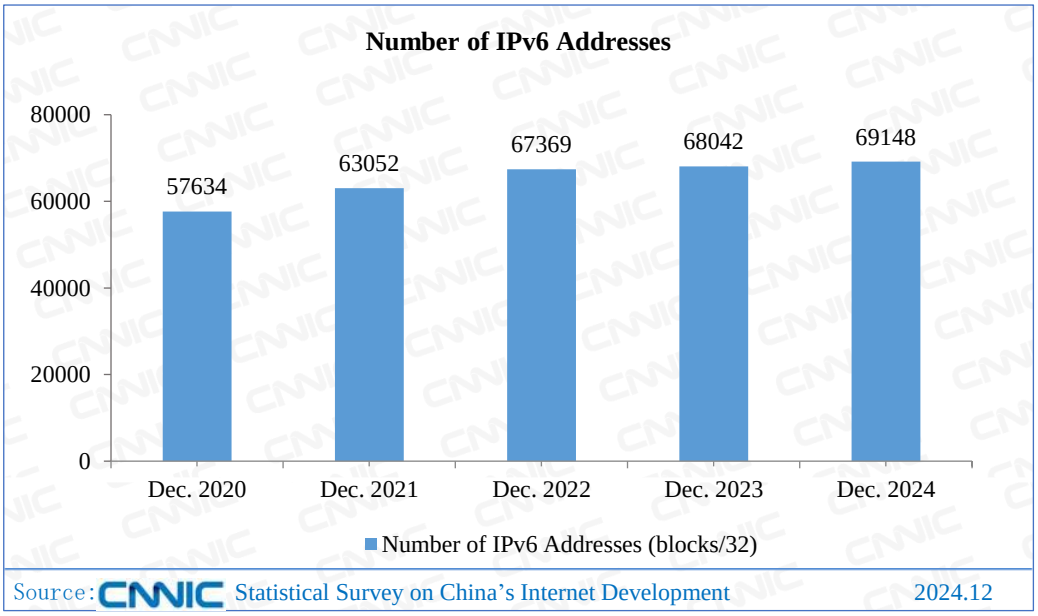

Figure 1 Number of IPv6 Addresses[7]

As of December 2024, the number of active IPv6 users reached 822 million.

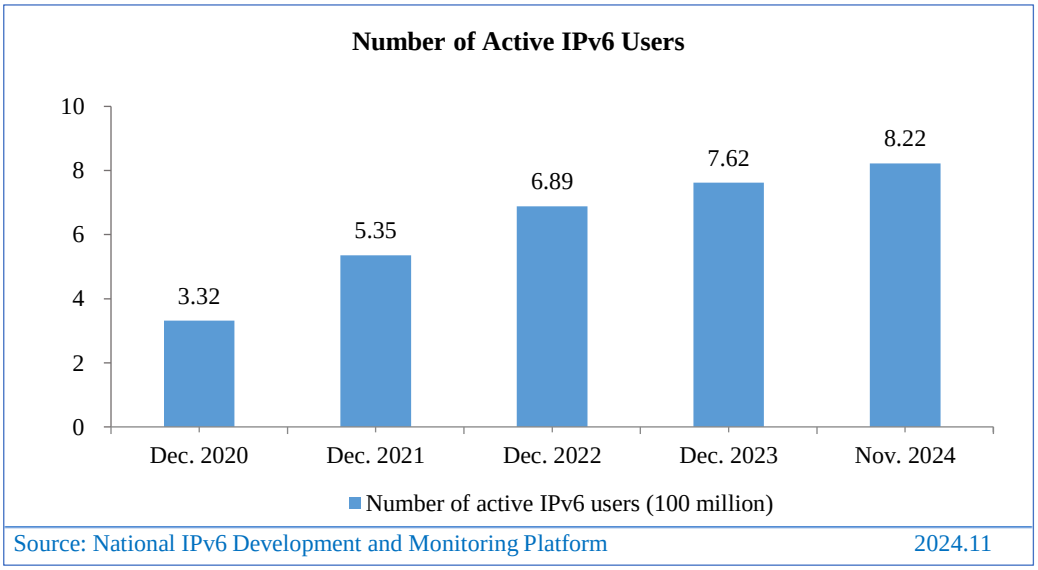

Figure 2 Number of Active IPv6 Users

[7] The data cover Hong Kong, Macao and Taiwan.

Up to December 2024, the number of IPv4 addresses in China had amounted to 392.39 million.

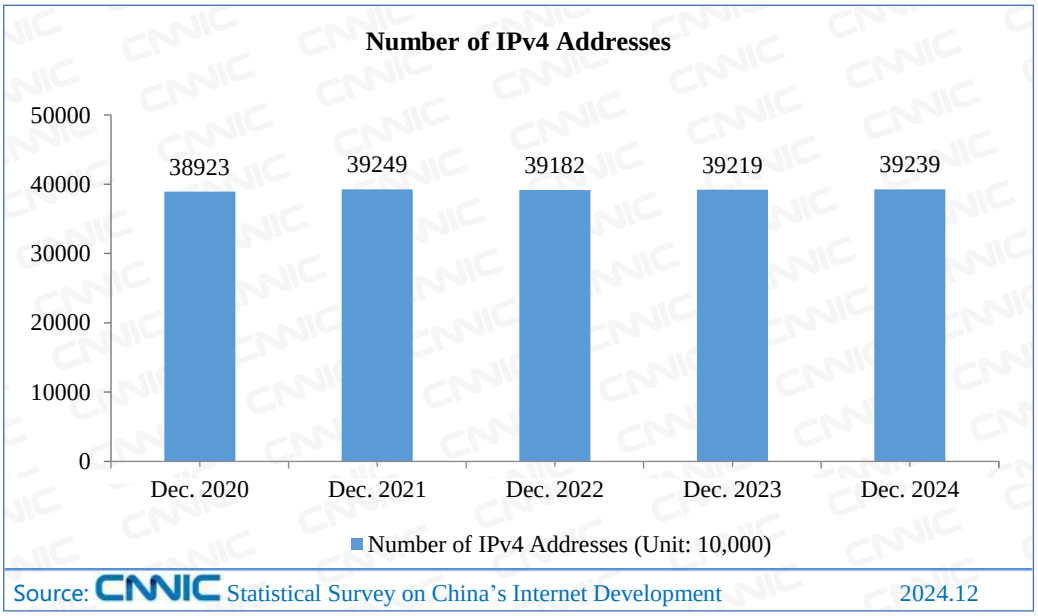

Figure 3 Number of IPv4 Addresses[8]

(II) Domain Names

Up to December 2024, the number of China's domain names totaled 33.02 million. Specifically, there were 20.82 million ended with .CN, 7.05 million ended with .COM, 170,000 ended with .中国, and 3.64 million New gTLD names.

Table 2 Number of Domain Names by Category

Type	Number
.CN	20,823,037
.COM	7,047,974
.NET	590,181
.中国	165,265
.INFO	48,497
.ORG	23,118
New gTLD	3,640,877
Others[9]	680,956
Total	33,019,905

[8] The data cover Hong Kong, Macao and Taiwan.
[9] Including .BIZ, .CO, .TV, .CC, .ME, .HK, .PW, etc.

Table 3 Number of .CN Domain Names by Category

Type	Number
.CN[10]	12,417,282
.COM.CN	3,878,437
.ADM.CN[11]	2,406,924
.NET.CN	1,089,050
.ORG.CN	959,219
.AC.CN	52,427
.GOV.CN	12,608
.EDU.CN	6,857
Others	233
Total	20,823,037

(III) Number of 5G Base Stations

As of November 2024, the number of 5G base stations totaled 4.191 million, accounting for 33.2% of all mobile base stations, up by 4.1 percentage points from December 2023.

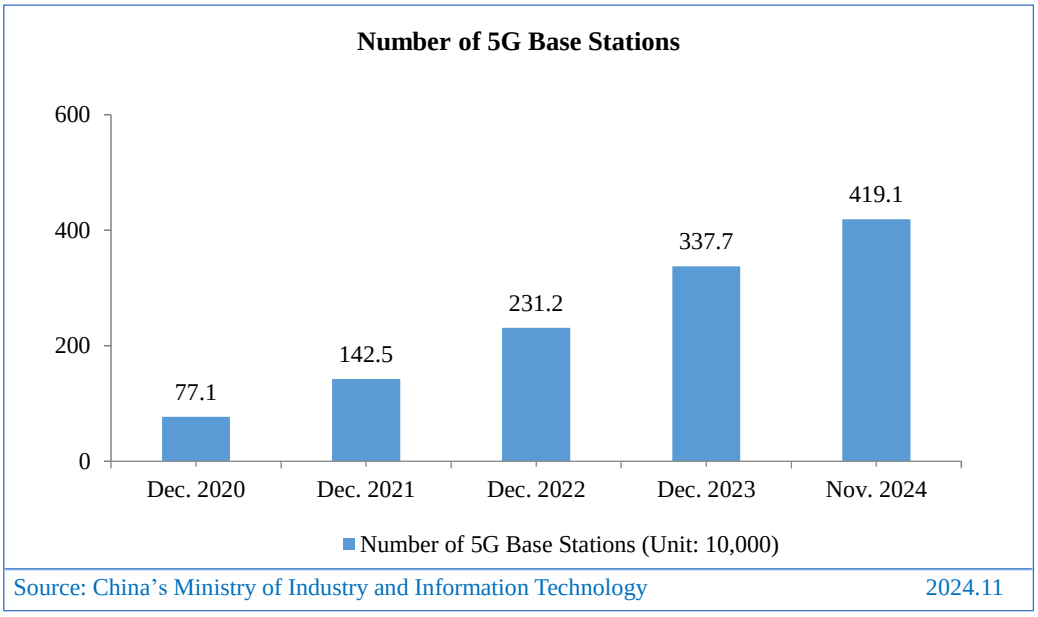

Figure 4 Number of 5G Base Stations

[10] .CN here refers to the second-level domain names under the category of .CN.
[11] .ADM.CN refers to virtual secondary domain names and is the collective name for all administrative domain names (second-level domain names) under .CN.

(IV) Number of Internet Broadband Access Ports

As of November 2024, the number of Internet broadband access ports nationwide reached 1,199 million, a net increase of 63.60 million from December 2023. Specifically, the number of FTTH/O ports reached 1.16 billion, a net increase of 63.49 million over December 2023 and the proportion amounted to 96.5% of Internet broadband access ports. The number of 10G PON ports with gigabit network service capability reached 27.92 million, a net increase of 4.896 million over December 2023.

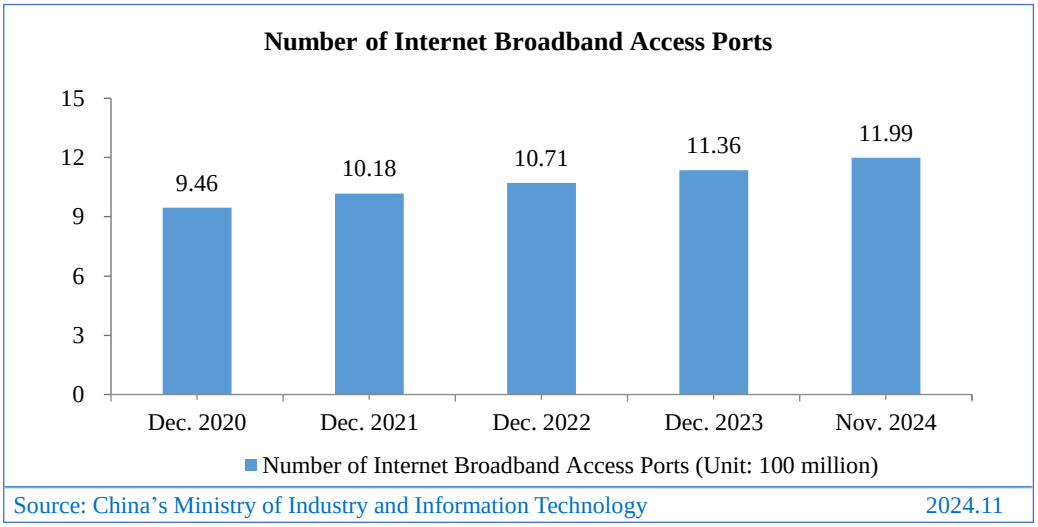

Figure 5 Number of Internet Broadband Access Ports

(V) Total Length of Fiber Optic Cable Lines

As of September 2024, the total length of fiber optic cable lines totaled 71.83 million km, a net increase of 7.514 million km from December 2023.

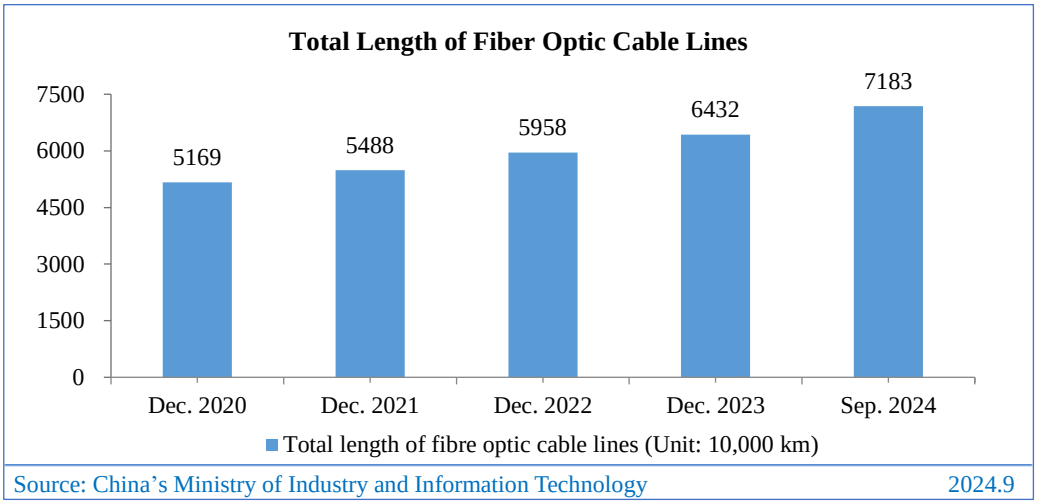

Figure 6 Total Length of Fiber Optic Cable Lines

II Application of Basic Internet Resources

(I) Websites

As of December 2024, there were 4.46 million websites in China.

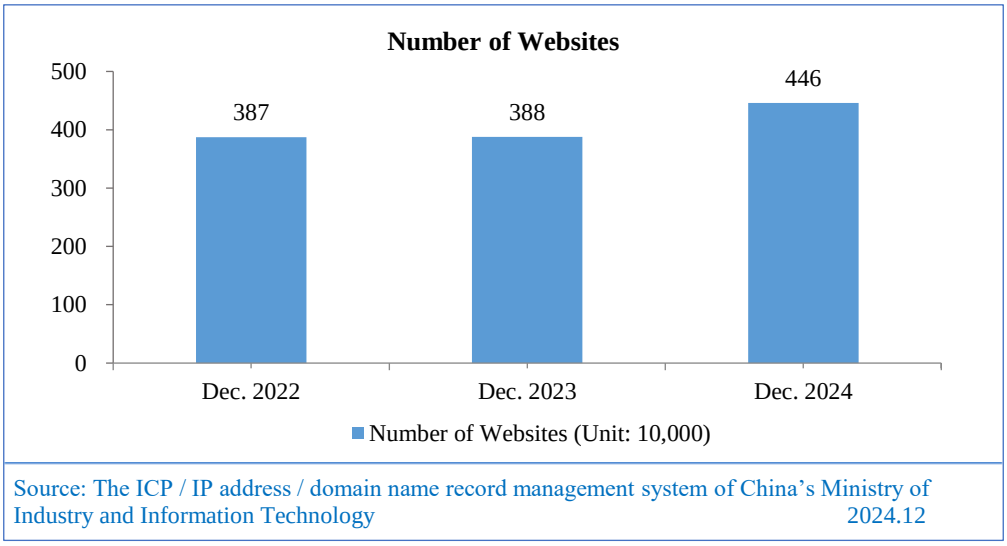

Figure 7 Number of Websites

(II) Web Pages

As of December 2024, there were 399.4 billion web pages in China, up by 4.5% from December 2023.

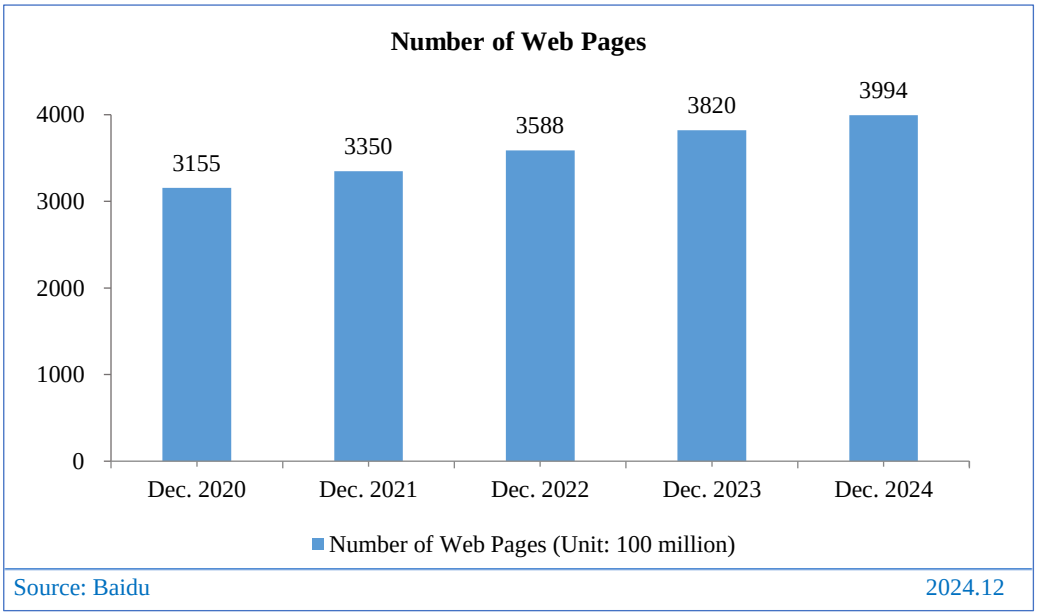

Figure 8 Number of Web Pages

There were 275.3 billion static web pages[12] and 124 billion dynamic web pages[13], accounting for 68.9% and 31.1% of the total, respectively.

Table 4 Number of Web Pages from Dec. 2023 to Dec. 2024

Type	Unit	December 2024	Percentage Increase from December 2023
Total web pages	Page	399,364,628,784	4.5
Static web page	Page	275,321,724,899	5.2
Proportion in total web pages	%	68.9	--
Dynamic web pages	Page	124,042,903,885	3.2
Proportion in total web pages	%	31.1	--
Web page size (total number of bytes)	KB	34,822,667,008,589	7.7
Average number of bytes per page	KB	87	3.0

Source: Baidu

[12] A static web page means a web page in the standard HTML format, whose extension is either .htm or .html, and which contains text, images, audio, flash files, client scripts, ActiveX controls and JAVA programs.
[13] A dynamic web page means a web page that displays different content with the time, environment or result of database operation, although its code is the same as that used for a static page. This is achieved by a combination of basic HTML language specification with advanced programming languages such as Java, VB and VC, database programming and other techniques.

(III) Mobile Internet Access Traffic

By November 2024, China's mobile Internet traffic[14] totaled 306.6 billion GB, up by 12% year-on-year.

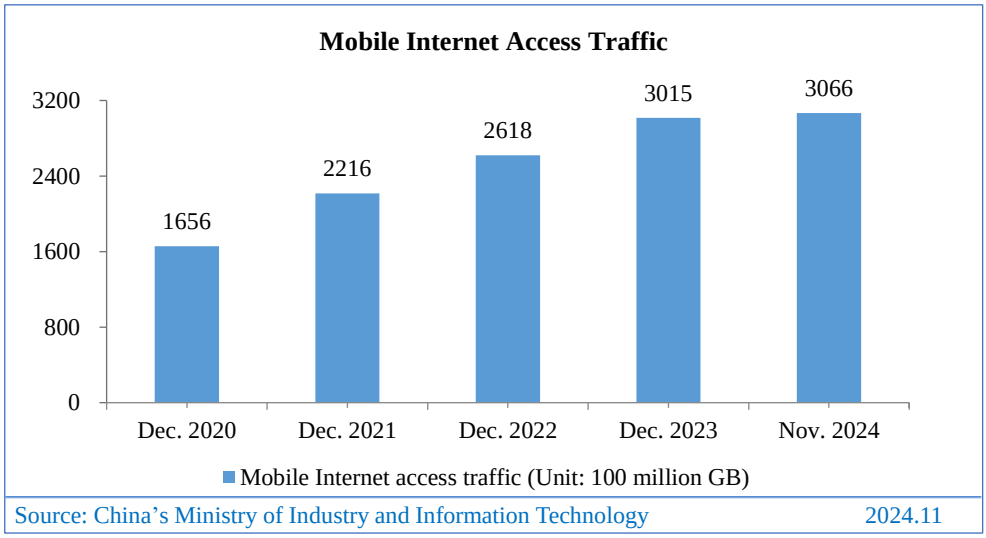

Figure 9 Mobile Internet Access Traffic

[14] Since February 2024, the number of 5G mobile phone users and mobile Internet users as well as the 5G mobile Internet access traffic, provided by China Radio and Television Network Group Co., Ltd. (China Broadnet), have been included in the industry data.

Chapter II Size and Structure of Internet Users

The year of 2024 marked the 30th anniversary of China's all-purpose access to the global Internet. Through trio-decade development, the size of Chinese netizens was 1108 million, or over 20%[15] of the global total, with the Internet penetration reaching 78.6%. Over the past three decades, the size of China's Internet users has increased, the structure of netizens has grown more coordinated, and their digital literacy and skills have improved progressively. Hundreds of millions of people have shared the benefits of Internet development.

I Size of Internet Users

(I) Overall Size of Internet Users

By December 2024, China had 1,108 million Internet users, an increase of 16.08 million over December 2023. The Internet penetration reached 78.6%, up by 1.1 percentage points over December 2023.

[15] International Telecommunication Union, https://www.itu.int/en/ITU-D/Statistics/pages/stat/default.aspx.

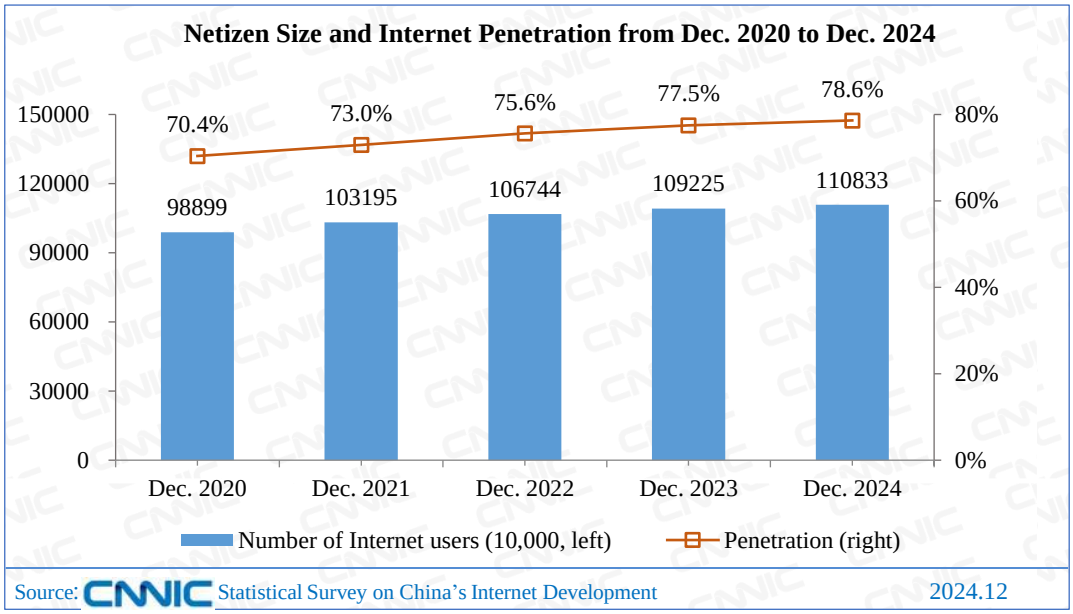

Figure 10 Netizen Size and Internet Penetration from Dec. 2020 to Dec. 2024

As of December 2024, the number of mobile phone users accessing the Internet reached 1,105 million, an increase of 14.03 million from December 2023, making up 99.7% of all the netizens.

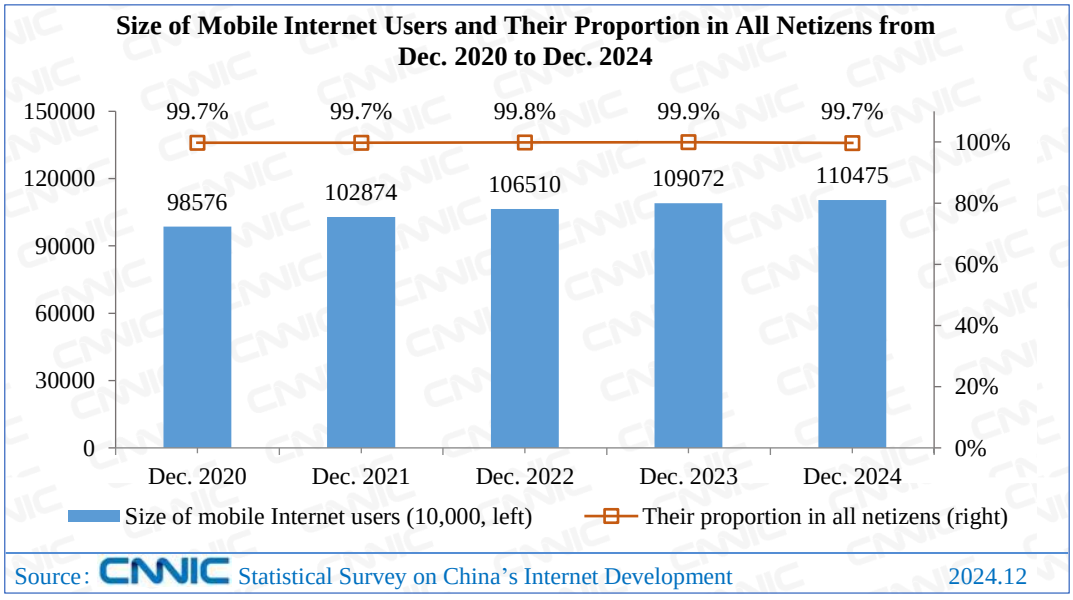

Figure 11 Size of Mobile Internet Users and Their Proportion in All Netizens from Dec. 2020 to Dec. 2024

In 2024, China's Internet recorded significant achievements in the development, application and promotion of information infrastructure. In the context, the size of Internet users saw continuous growth, further boosting the release of digital vitality and the sharing of digital

dividends.

First, the network infrastructure was made more solid to meet users' diversified access needs. China's Ministry of Industry and Information Technology and other departments have made overall arrangements and pushed forward the coordinated development of new information infrastructures across regions, networks and industries[16]. They have expedited the advancement from the Internet of everything to the smart connection of everything[17], offering support for more users to access Internet services. As of November, China had built a total of 4.191 million 5G base stations, accounting for 33.2% of all mobile base stations[18]. In mobile Internet of Things (IoT), the three major telecommunication enterprises had 2.642 billion cellular IoT end-users by November, representing 59.6% of mobile network end-connections (including mobile phone users and cellular IoT end-users)[19]. The pan-intelligent connection of people, machines and things has been advanced in an orderly manner. In satellite Internet, satellite 03[20] in high orbit and Qianfan Constellation satellites of group 01[21] and group 02[22] in low orbit have been launched successfully, thus enhancing the capacity of integrated services.

Second, Internet applications have gained popularity to meet the diversified needs of Internet users. With the application and promotion of AI, 5G and other technologies, new digital products and services have emerged, covering areas like office, transport, culture and tourism, elderly care, and medical care. They have met the personalized needs of more than 1.1 billion netizens. Digital events for the elderly have been carried out in an orderly manner[23], and more than 200,000 digital classes for the elderly[24] have been held. The activities have allowed more elderly groups to share digital results. By December 2024, 47.4% of Internet users aged 60 and over had

[16] China's Ministry of Industry and Information Technology, https://www.gov.cn/zhengce/zhengceku/202409/content_6972409.htm, August 19, 2024.
[17] China's Ministry of Industry and Information Technology, https://wap.miit.gov.cn/jgsj/txs/wjfb/art/2024/art_2151f585f93349bea86654660c9cd7ce.html, September 12, 2024.
[18] China's Ministry of Industry and Information Technology, https://www.miit.gov.cn/gxsj/tjfx/txy/art/2024/art_6b89a8e1b9524d1daab935aa960dbda2.html, December 23, 2024.
[19] China's Ministry of Industry and Information Technology, https://www.miit.gov.cn/gxsj/tjfx/txy/art/2024/art_6b89a8e1b9524d1daab935aa960dbda2.html, December 23, 2024.
[20] The website of China's State Council, https://www.gov.cn/yaowen/tupian/202410/content_6979253.htm#1, October 11, 2024.
[21] Xinhua News Agency, http://www.news.cn/science/20240903/5bf288c1f58a434f97e5b0cb16fb7f64/c.html, September 3, 2024.
[22] China's Ministry of Industry and Information Technology, https://www.miit.gov.cn/xwfb/gxdt/sjdt/art/2024/art_cb12d3fcee804cde90b297eb99e0d1ae.html, October 16, 2024.
[23] China's Ministry of Industry and Information Technology, https://www.miit.gov.cn/jgsj/xgj/wjfb/art/2024/art_b360ce46d01941f58b60e1d4304eb780.html, May 14, 2024.
[24] China's Ministry of Industry and Information Technology, https://www.miit.gov.cn/xwfb/bldhd/art/2024/art_82b4fe99f49a4025bdffdb97b2362d6d.html. October 23, 2024.

the ability of using mobile phone apps in the mode of the elderly.

(II) Size of Internet Users in Urban and Rural Areas

As of December 2024, the size of China's urban Internet users reached 795 million, accounting for 71.8% of all the Internet users. The size of rural Internet users amounted to 313 million[25], making up 28.2% of the total. The Internet penetration in urban areas was 85.3%, an increase of 1.9 percentage points from December 2023. The Internet penetration in rural areas was 65.6%[26].

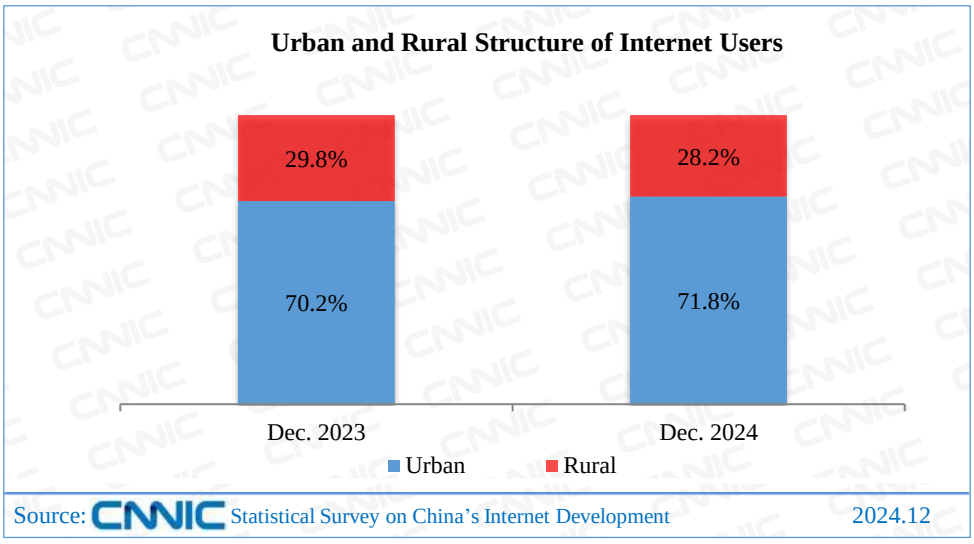

Figure 12 Urban and Rural Structure of Internet Users

In 2024, the digital-real integration sped up the orderly advancement of digital villages, playing an important role in improving the production and living standards of villages and promoting the collaborative development of urban and rural areas.

First, the digital production model in rural areas has been promoted at a fast pace. With the construction of big data resource pools in agriculture and rural areas, benefits brought by enterprises to villages and public welfare activities for farmers' consumption, digital technologies have been further applied in rural production, such as quality seed source sharing, intelligent farmland supervision and livestock risk control. Through these efforts, villages and enterprises have also well-developed in mutual support. China has collected data on about 1.107 billion pieces of rural contracted land, 960,000 rural collective economic organizations, 900 million members, and

[25] The size of China's urban Internet users reached 795.24 million, and that of rural Internet users 313.08 million.
[26] The rural Internet penetration is resulted from the latest rural population size calculated by China's National Bureau of Statistics (NBS) in 2024.

4 million family farms. The Agricultural QR Code platform has assigned 2.276 billion codes and the Agricultural Information App has served 1.06 million users[27]. The deep integration of digital production model with the agricultural industry provides a strong impetus to rural economic development.

Second, the digital service system in rural areas has developed. The telecommunication services and the broadband program in border areas have been advanced orderly, so that more people in rural and remote areas have access to the Internet[28]. 337,800 multi-functional village-level logistics stations have been completed, with the model of delivery, rural e-commerce, special agricultural products and farmers (cooperatives) widely promoted[29]. The telemedicine service network covers all cities and counties, and extends to communities and rural areas. 70% of health centers nationwide have established telemedicine collaborative relationships with higher-level hospitals[30]. The digital service system in rural areas, which is getting better, provides strong support for farmers' production and life.

(III) Size of Non-Internet Users

As of December 2024, the size of non-netizens had reached 301 million, down by 16.08 million from December 2023. By region, the majority of non-netizens were still in rural areas. Their proportion had reached 54.4% of the total non-netizens, 20.6 percentage points higher than that of the rural population in the total population. By age, the elderly group aged 60 and above was the primary group of non-Internet users, provided that children under the age of 6 were not considered. As of December 2024, the proportion of non-netizens aged 60 and above in the total non-netizens was 46.8%.

The biggest inconvenience in non-Internet users' lives caused by lack of Internet access was inconvenient shopping, which accounted for 7.6% of the total. The proportions of inconveniences, such as difficulties in consulting a doctor, registering and buying medicines, in contacting family

[27] China's Ministry of Agriculture and Rural Affairs, http://www.scs.moa.gov.cn/gzdt/202409/t20240911_6462374.htm, September 11, 2024.
[28] China's Ministry of Industry and Information Technology, https://www.miit.gov.cn/xwfb/bldhd/art/2024/art_82b4fe99f49a4025bdffdb97b2362d6d.html, October 23, 2024.
[29] China's Agricultural and Rural Information Network, http://www.agri.cn/zx/nyyw/202410/t20241018_8680168.htm, October 18, 2024.
[30] People's Daily Online, http://politics.people.com.cn/n1/2024/0619/c458474-40259730.html, June 19, 2024.

and friends, and in running errands and paying bills were similar, with each making up between 6% and 7%. Difficulties in getting a taxi, purchasing train and plane tickets, and other inconveniences accounted for between 5% and 6%, respectively.

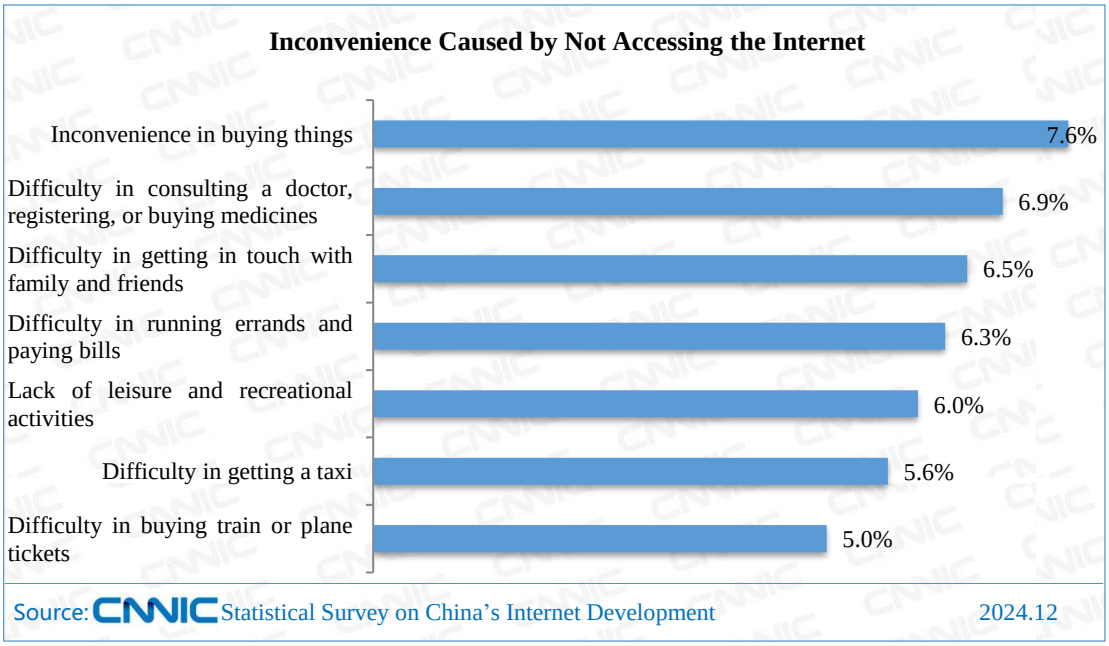

Figure 13 Inconvenience Caused by Not Accessing the Internet

Shortage of skills, limited literacy, inadequate devices and age factors were major reasons why non-netizens did not access the Internet. 30.9% of non-netizens did not access the Internet because they did not know how to use the computer/Internet; 20.9% did not because they did not master Pinyin or due to literacy limitations; 13.0% did not because they did not have access to computers and other devices; and 10.8% did not because they were too old/too young to access the Internet.

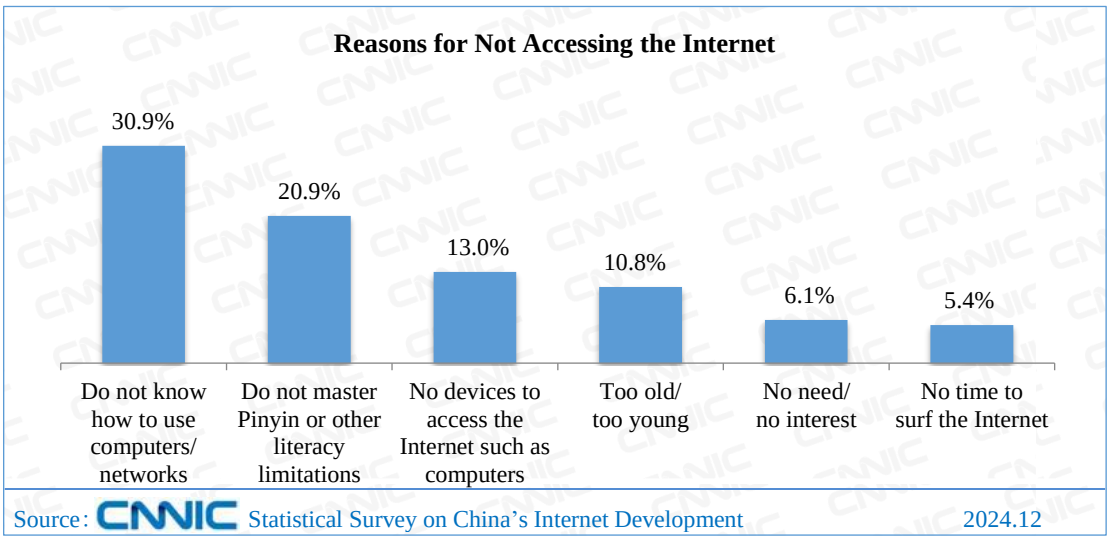

Figure 14 Reasons for Not Accessing the Internet

The primary factor for non-netizens to access the Internet was the convenience of communicating with their family members, accounting for 18.7%. Providing accessible Internet devices was the second factor in encouraging non-Internet users to access the Internet, representing 18.4% of the total. Helping to increase income, such as selling agricultural products, was the third factor in promoting access to the Internet, with a share of 15.7%.

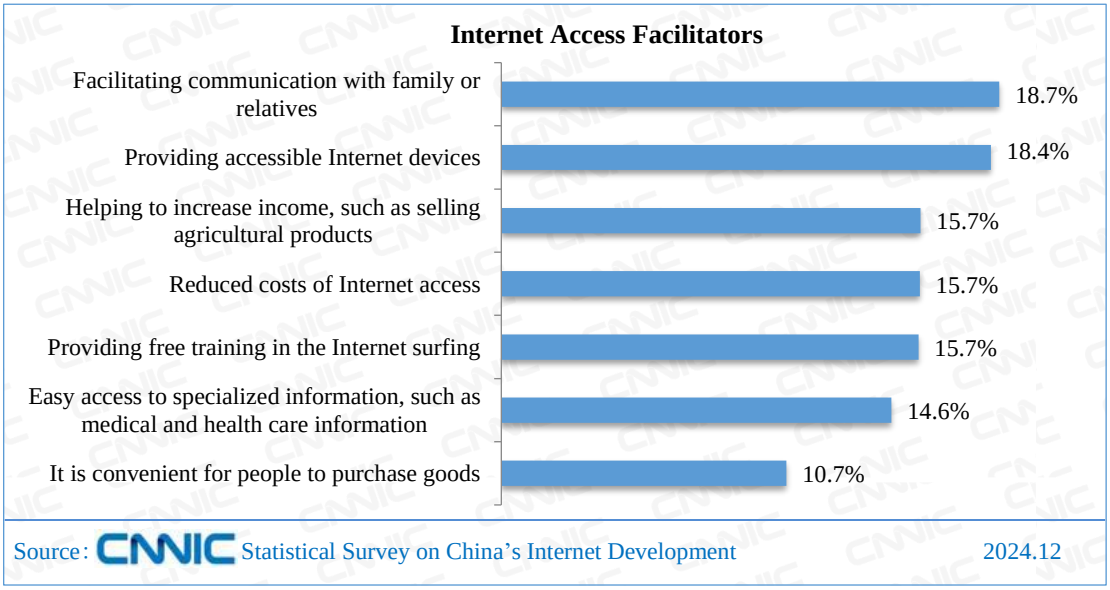

Figure 15 Internet Access Facilitators

II Internet User Structure and Internet Access Devices

(I) Gender Structure

As of December 2024, the ratio of male to female among Chinese netizens was 51.1:48.9, which was roughly the same as that in China's overall population.

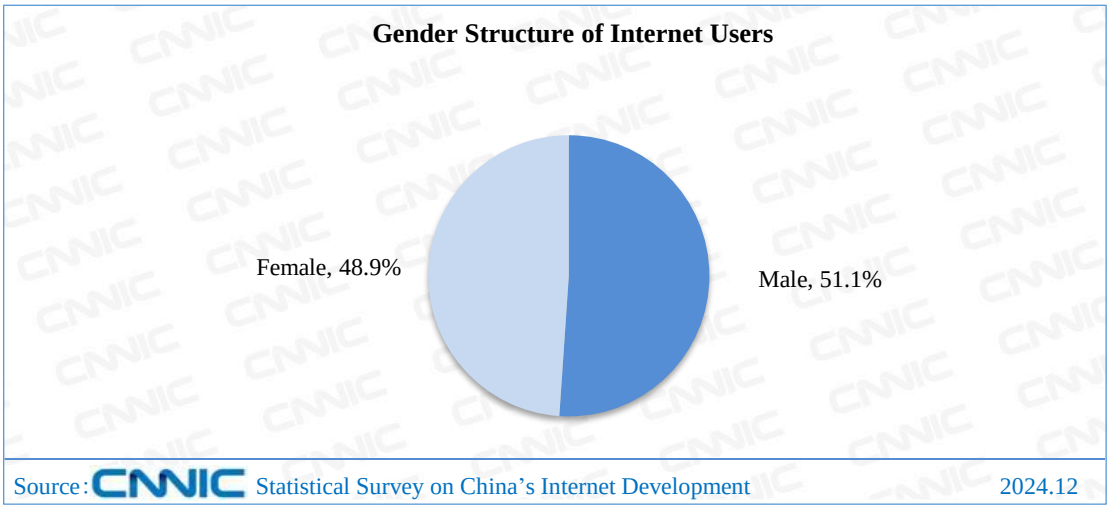

Figure 16 Gender Structure of Internet Users

(II) Age Structure

As of December 2024, the proportions of Internet users aged 10-19, 20-29, 30-39 and 40-49 were 13.0%, 13.1%, 19.0% and 17.1% of the total, respectively. That of Internet users aged 50 and above increased to 34.1% from 32.5% in December 2023. The Internet has been further applied among middle- and old-age groups.

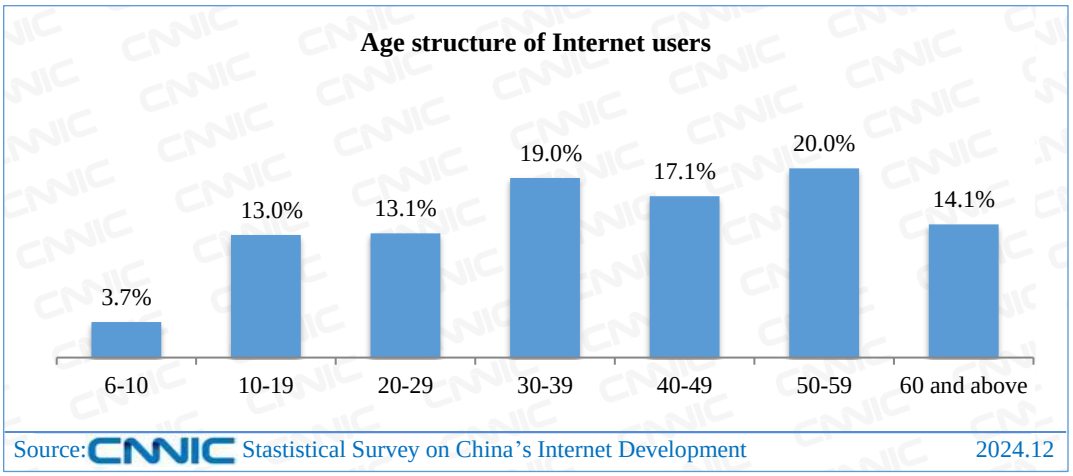

Figure 17 Age Structure of Internet Users

(III) Internet Access Devices

Up to December 2024, the proportions of Chinese netizens accessing the Internet through mobile phones, desktop computers, laptop computers, TVs and tablet computers were 99.7%, 36.2%, 32%, 25.1% and 30.8% of the total, respectively. Those of netizens accessing the Internet via smart connected vehicles, smart home devices and personal wearable devices were 10.7%, 22.6% and 23.8% of the total, respectively. The number of netizens using smart connected vehicles to access the Internet reached 119 million.

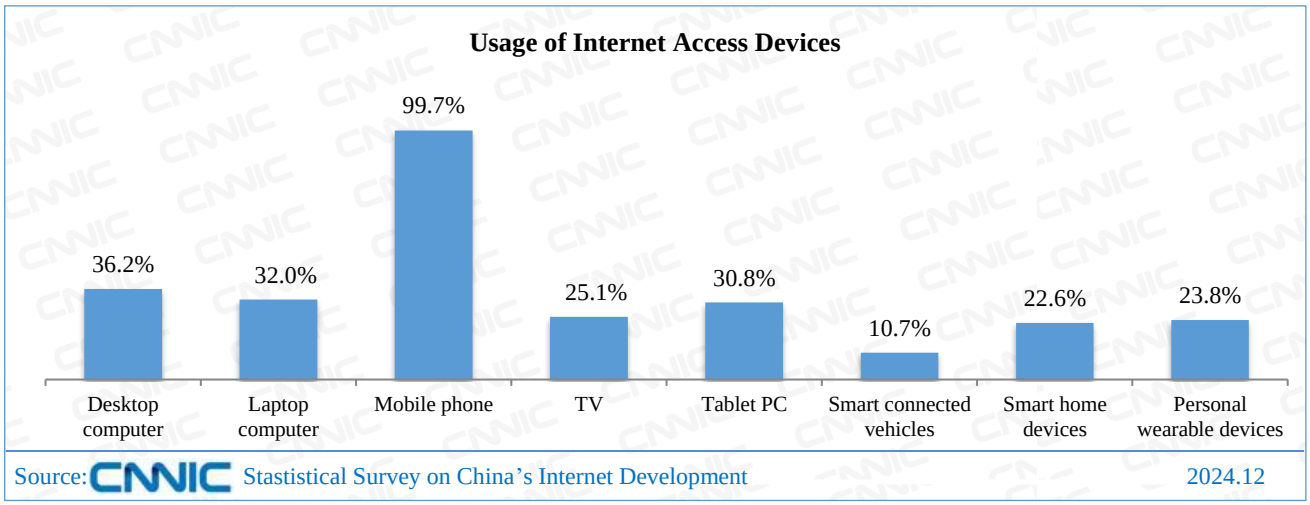

Figure 18 Usage of Internet Access Devices

(IV) Online Duration

1. Per Capita Weekly Online Duration of Internet Users

As of December 2024, the per capita weekly online duration[31] of China's Internet users was 28.7 hours, up by 2.6 hours over December 2023.

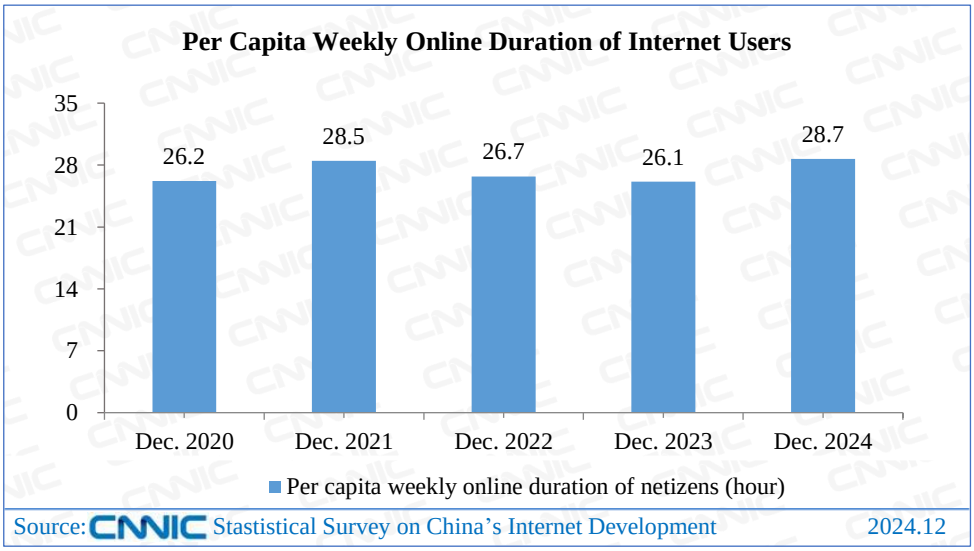

Figure 19 Per Capita Weekly Online Duration of Internet Users

2. Distribution of Usage Period of Five Apps

In November 2024, among the five types of apps frequently used by mobile netizens, instant messaging apps had a more even distribution of usage period between 9 am and 19 pm, all accounting for more than 5%. The usage peak of online video apps appeared at 12 am, with the distribution of usage period reaching 6.2%. A small peak would reappear from 17 pm to 20 pm, which was in line with the leisure and entertainment schedule of most netizens. The usage period distribution of online shopping apps and that of online payment apps were relatively similar, with over 80% of the total usage time between 7 am and 22 pm. The peaks in the usage period distribution of online meal ordering apps were evident, with a high correlation with netizens' meal breaks. The peaks occurred at 11-12 pm and 17-18 pm respectively.

[31] Per capita weekly online duration refers to the average daily number of hours of accessing the Internet multiplied by 7 days in a week in the past six months.

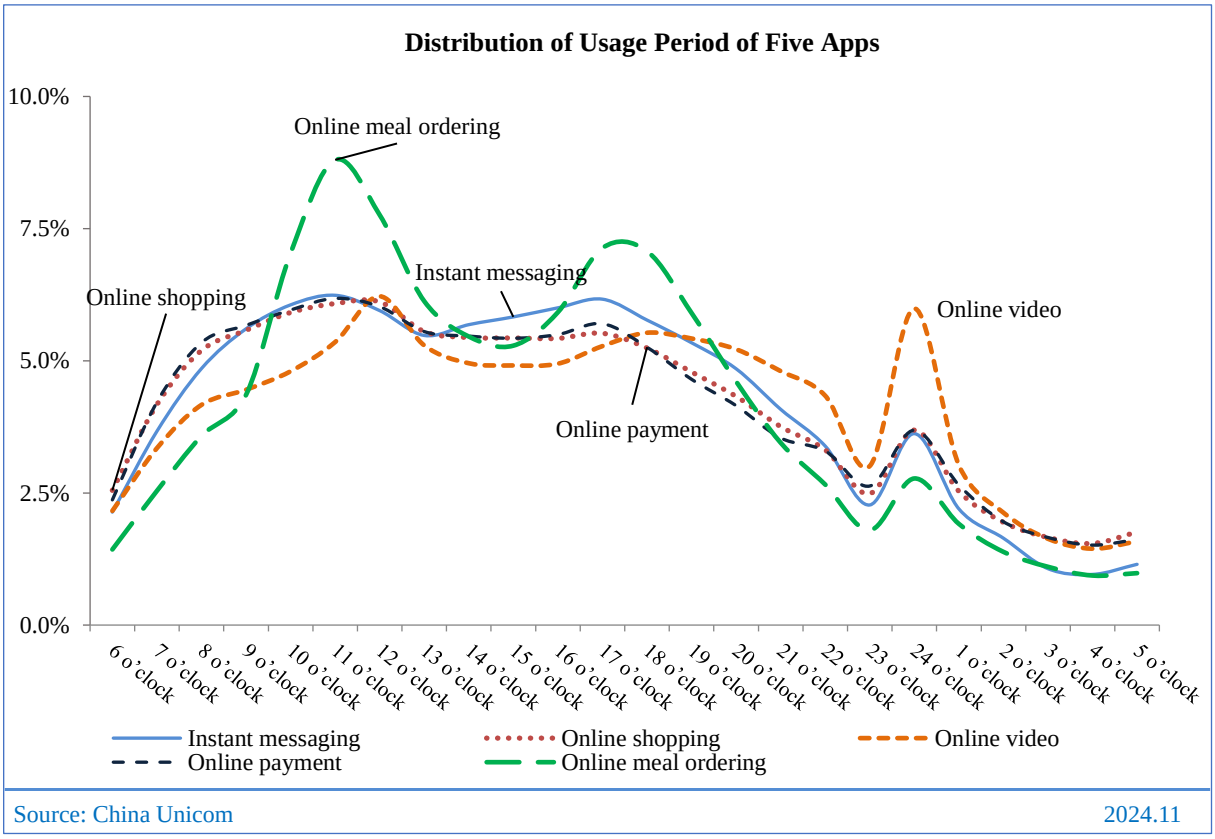

Figure 20 Distribution of Usage Period of Five Apps[32]

[32] Distribution of usage intensity means the usage duration of an app in each whole hour divided by the total usage duration throughout a day. For example, if a user uses an instant messaging application for 15 minutes during the period from 6 o'clock to 7 o'clock, and the duration of using the application is 4 hours throughout the whole day, then the calculation is 0.25/4.

Chapter III Development of Internet Applications

In 2024, the Internet, AI and other digital technologies had boosted the development of the digital economy, facilitating the deep integration of the real economy and the digital economy based on the foundation of the real economy. The application of the Internet in the transport and telecommunications, business services and cultural industries was growing deeper. New business forms and new scenarios were emerging, laying a more solid foundation for the digital-real integration.

I Overall Development

In 2024, there was a growing number of Internet applications with more users. Online literature, online meal ordering, online payment and online travel booking saw the fastest growth in user size, up by 54.74 million, 47.77 million, 75.05 million and 39.35 million from December 2023, with growth rates of 10.5%, 8.8%, 7.9% and 7.7% respectively.

Table 5 User Size and Utilization Ratio of Internet Applications from Dec. 2023 to Dec. 2024

Applications	User scale by Dec. 2023 (10,000 people)	Percentage of Internet users using the application by Dec. 2023 (%)	User scale by Dec. 2024(10,000 people)	Percentage of Internet users using the application by Dec. 2024 (%)	Growth rate (%)
Instant messaging	105,963	97.0	108,133	97.6	2.0
Online Video[33]	106,671	97.7	107,018	96.6	0.3
Short video	105,330	96.4	103,953	93.8	-1.3
Online payment	95,386	87.3	102,891	92.8	7.9
Online shopping	91,496	83.8	97,443	87.9	6.5
Search engine	82,670	75.7	87,782	79.2	6.2
Live broadcasting	81,566	74.7	83,303	75.2	2.1
Online news	77,191	70.7	81,100	73.2	5.1
Online music	71,464	65.4	74,795	67.5	4.7
Online meal ordering	54,454	49.9	59,231	53.4	8.8
Online literature	52,017	47.6	57,491	51.9	10.5
Online office	53,706	49.2	57,048	51.5	6.2
Online travel booking	50,901	46.6	54,836	49.5	7.7
Online car-hailing services	52,765	48.3	53,945	48.7	2.2
Online medical services	41,393	37.9	41,765	37.7	0.9
Online audio	33,189	30.4	33,529	30.3	1.0

II Basic Applications

As of December 2024, China had 1,081 million users of instant messaging, an increment of 21.7 million from December 2023, taking up 97.6% of all netizens.

[33] The user size of online video included micro-drama users by December 2024.

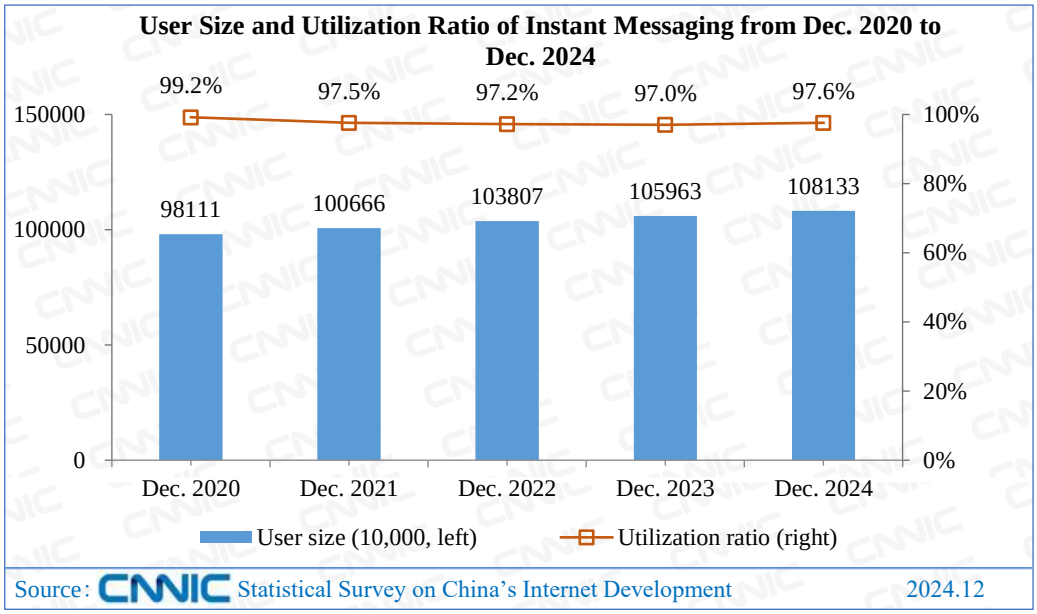

Figure 21 User Size and Utilization Ratio of Instant Messaging from Dec. 2020 to Dec. 2024

As of December 2024, the number of search engine users reached 878 million, an increment of 51.12 million from December 2023, making up 79.2% of the total.

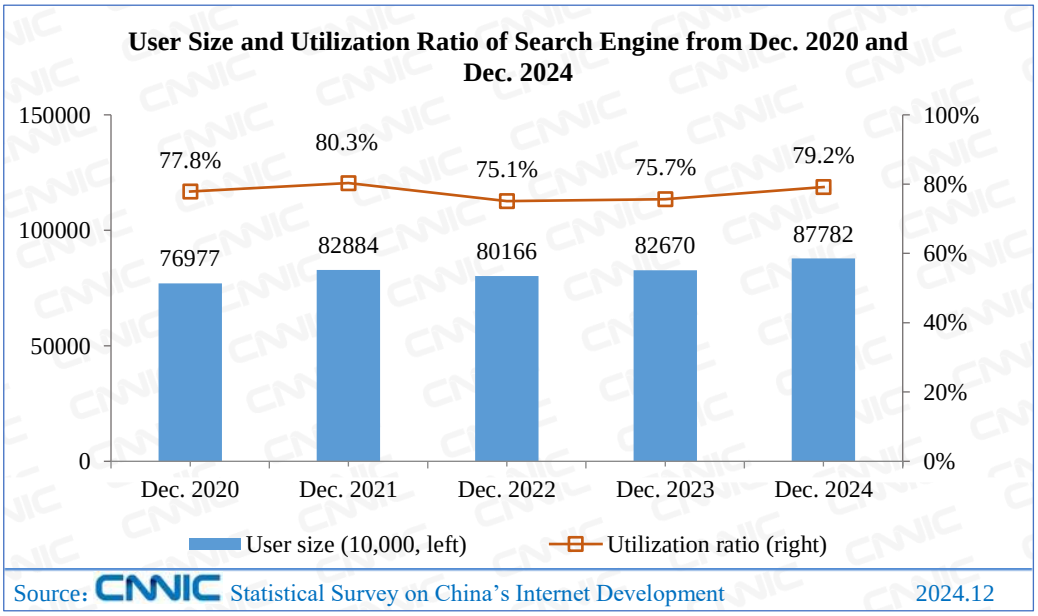

Figure 22 User Size and Utilization Ratio of Search Engine from Dec. 2020 and Dec. 2024

As of December 2024, China had 570 million online office users, an increment of 33.42 million from December 2023, taking up 51.5% of all netizens.

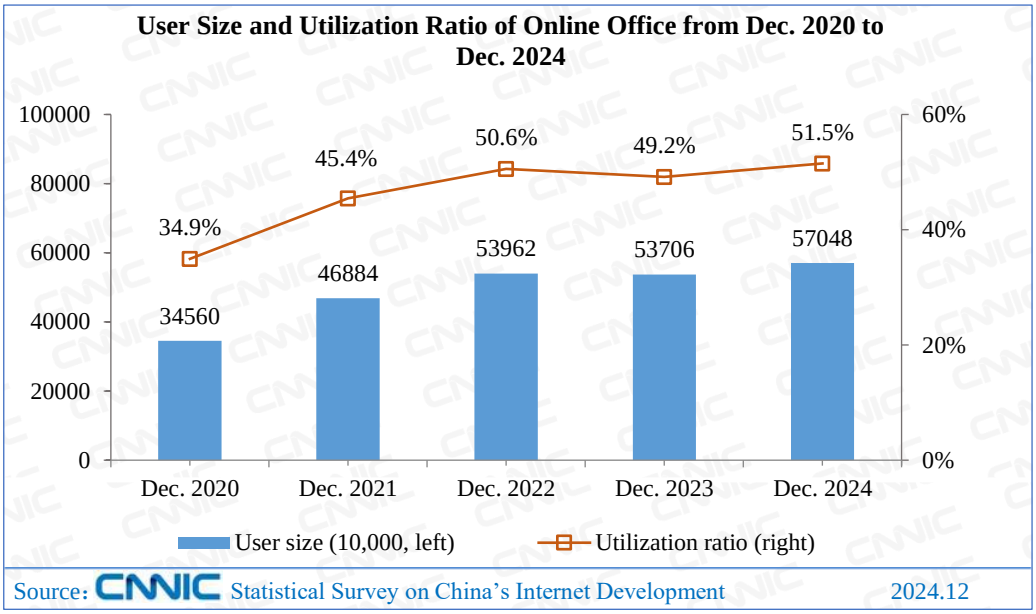

Figure 23 User Size and Utilization Ratio of Online Office from Dec. 2020 to Dec. 2024

In 2024, China's basic Internet applications continued to develop healthily, the functions were enhanced, and the commercial boundaries were extended. The revenue of information service providers continued increasing. According to the operation of the Internet and related service industries in the first three quarters of 2024, the Internet business revenue of news & information, search, social networking and other information service-based enterprises increased by 7.5% year-on-year[34].

The instant messaging industry has been enriching scenarios, enhancing user experience, and driving consumption and business revenue growth. First, it has worked to build a diversified industry eco-system. Tencent has enriched its industry ecosystem by building connections between WeChat, QQ and online games. Tencent's Interim Financial Report 2024 indicated that over 30% year-on-year growth in total revenue came from mini games[35]. The Financial Report Q3 2024 showed the game revenue from the international market grew by 9% on a year-on-year basis[36]. Tencent has systematically built up its transaction capabilities to create a strong transaction and content ecosystem for the applet business, as well as to provide users with a more comfortable shopping experience. In the third quarter, the turnover of applets exceeded RMB

[34] China's Ministry of Industry and Information Technology, https://www.miit.gov.cn/jgsj/yxj/xxfb/art/2024/art_42faa762420a4d1ab7160c4d5f1f7b8f.html, October 31, 2024.
[35] Tencent's Interim Financial Report 2024, https://static.www.tencent.com/uploads/2024/08/27/921cf1c0c56a51dd08ee318678b3bb08.pdf, August 14, 2024.
[36] Tencent's Financial Report Q3 2024, https://static.www.tencent.com/uploads/2024/11/13/309f975d755016a10be34254968a1651.pdf, November 13, 2024.

2 trillion, up by over ten percentage points year-on-year[37]. **Second, the e-commerce business was an important source of revenue.** The Channels in WeChat has continued to increase commodity categories and encouraged more content creators to participate in live selling, improving the e-commerce ecosystem. The year of 2024 saw the significant year-on-year growth in the total number of usage hours on Channels, with total hours up by more than 80% year-on-year in the first quarter[38]. The Channels contributed substantial revenue[39].

The search engine industry, driven by emerging technological innovations, has optimized the effectiveness of services and promoted the diversified development of market players. First, AI technologies have empowered smart search. As generative AI technology continues to evolve, the traditional search engine industry has focused more on improving smart and personalized services. The AI functions of Baidu App covered nearly 70% of its monthly users and more than 20% of search result pages included AI-generated content[40]. For personalized services, Baidu launched its AgentBuilder, with over 100,000 smart agents applying the commercial component. It achieved a 395% increase in the number of smart agents gaining revenue[41]. **Second, content platforms have emerged as a new force in the industry.** E-commerce and social networking platforms have paid more attention to building the search business based on the content ecosystem and relying on the search business to improve revenue conversion. They have served as an important new force in this industry. Sina Weibo released the Zhiwei model, developed the Smart Search scenario, and helped netizens to quickly understand the content of popular searches according to general data and special data like real-time hot topics, story lines and Internet buzzwords. In March 2024, Tencent's financial report showed that WeChat Search daily active users exceeded 100 million and the search volume grew by more than 30% year-on-year. The search ads also delivered a multi-fold increase in yearly revenue[42]. Over 500 million users utilized Kuaishou Search on a monthly basis in Q3 2024. The average daily searches surpassed 700 million, up by an increase margin of over 20.0% year-on-year. The peak of single-day searches also exceeded 800

[37] Tencent's Financial Report Q3 2024, https://static.www.tencent.com/uploads/2024/11/13/309f975d755016a10be34254968a1651.pdf, November 13, 2024.
[38] Tencent's Financial Report Q1 2024, https://static.www.tencent.com/uploads/2024/05/14/eef7133794cd389f7a031dbac92f2e4f.pdf, May 14, 2024.
[39] ThePaper.cn, https://www.thepaper.cn/newsDetail_forward_27607077, June 3, 2024.
[40] Yicai, https://www.yicai.com/news/102369201.html, November 21, 2024.
[41] Xinhuanet, https://www.xinhuanet.com/tech/20241121/dbda2471b1374eb6b4d3757e7d5f539c/c.html, November 21, 2024.
[42] 36Kr, https://news.qq.com/rain/a/20240321A04DG700, March 21, 2024

million[43]. On the Xiaohongshu website, 70% of monthly active users conducted searches with six times on a daily basis. The first thing that one-third of users opened the app was to search[44].

The online office industry has demonstrated a smart development trend and enhanced its business potential through the payment model. First, large models have boosted smart development. In 2024, AI technologies promoted innovation and development in the online office industry. They optimized office efficiency and enhanced user experience in multiple aspects like content generation, text processing and summary abstracts. Take DingTalk as an example. As of January, DingTalk had 20-plus product lines and over 80 scenarios to access large models, with 700,000 enterprises using DingTalk services[45]. In June, DingTalk announced its opening to all large model vendors to build China's most open AI ecosystem. In addition to the large model Tongyi, MiniMax, Moonshot and another four large model makers have also partnered with DingTalk[46]. **Second, the payment model became an important revenue source.** As of January 9, over 300,000 three-party payment enterprises and more than 100 million three-party payment accounts[47] were registered on the enterprise-version WeChat. The subscription revenue of the software Feishu exceeded USD 200 million in 2023, doubling the 2022 revenue. It was growing at a high rate in 2024[48] and expected to surpass USD 300 million[49].

The social networking industry has enriched the content ecosystem, explored the new trend of AI social network, and fostered the diversified development of the industry ecosystem. First, social networking applications have been the major channel for netizens to obtain information. By December 2024, China had 1,101 million social networking users, accounting for 99.3% of the total. Social networking has been the main channel for netizens to get information. 44.7% of Internet users paid attention to the information on traveling, shopping and local life. 23% of the TikTok live streamers registered in the first half of 2024 focused on the life segment[50]. Xiaohongshu has become an important promotion channel for cultural and travel content, with more

[43] Kuaishou Technology Releases Unaudited Financial Results Q3 2024, https://ir.kuaishou.com/zh-hans/news-releases/news-release-details/kuaishoukejifabu2024niandisanjiduweijingshenhecaiwuyeji, November 20, 2024.
[44] Xiaohongshu Search Report, https://aigc.idigital.com.cn/djyanbao/【DT 研究院%2C 第一财经研究院】2024 小红书 10 大搜索趋势洞察报告-2024-08-07.pdf, August 7, 2024.
[45] WeChat official account of DingTalk, https://mp.weixin.qq.com/s/ytTjhXBcygCiVVTW_S2MgQ, January 9, 2024.
[46] Yicai, https://new.qq.com/rain/a/20240626A0A7CU00, June 26, 2024.
[47] Yicai, https://www.yicai.com/news/101951383.html, January 9, 2024.
[48] The magazine Caijing, https://mp.weixin.qq.com/s/QDUBrNmyEZCrRY86TO-sKA, September 5, 2024.
[49] Jiemian News, https://m.jiemian.com/article/11674929.html, September 4, 2024.
[50] Feigua, https://dy.feigua.cn/article/detail/912.html, July 31, 2024.

than 2.21 million travel notes posted during China's 2024 National Day holidays, an increase of 11.8% year-on-year. It attracted 4.7 billion views[51]. 47.6% of Internet users paid attention to information on sports, business and science & technology. With the 33rd Olympic Games held in Paris, Internet users paid more attention to sports topics. During the Paris Olympics, there were more than 4 billion interactions of Olympic-related topics on the five major social media platforms, namely Weibo, TikTok, Xiaohongshu, Bilibili and Kuaishou[52]. **Second, multiple platforms have continued to explore the new trend of AI-based social networking.** Sina Weibo has developed several applications for scenarios with AI technologies such as comment bots, virtual character generation for dramas and variety shows, and AI assistants for bloggers. Commentator Robert, a smart robot, interacted with users in a fun and warm style to improve users' stickiness and activity. The role generation model could use data to generate virtual characters and provide fans with personalized replies and comments. Tencent launched AI chat partners based on the classic social product QQ, offering various types of virtual characters including companionship, stories, challenges, MBTI[53], and celebrities. Users could have real-time conversations with these characters and enjoy personalized social experience[54]. ByteDance unveiled the AI-based social app BagelBell, which can provide technical services with interactive entertainment content as its core function[55]. Baidu released the WanHua app and the overseas AI-based social app SynClub. They were developed through AI technology to provide emotional companionship and social interaction. They aimed at in-depth communication with users through AI virtual characters. Soul, a smart social app, explored the integration of AI and social interaction through its smart dialog robot Goudan to provide personalized communication experience for young users[56].

[51] Gmw.cn, https://travel.gmw.cn/2024-10/18/content_37622773.htm, October 18, 2024.
[52] 36Kr, https://36kr.com/p/2908135522507392, August 16, 2024.
[53] MBTI refers to Myers–Briggs Type Indicator, a theoretical model of personality test developed by Isabel Myers and Kathryn Briggs.
[54] Tencent, https://new.qq.com/rain/a/20240306A09PR500, March 6, 2024.
[55] 36Kr, https://www.36kr.com/p/2716214611769218, April 2, 2024.
[56] ThePaper.cn, https://m.thepaper.cn/newsDetail_forward_26365322, February 16, 2024.

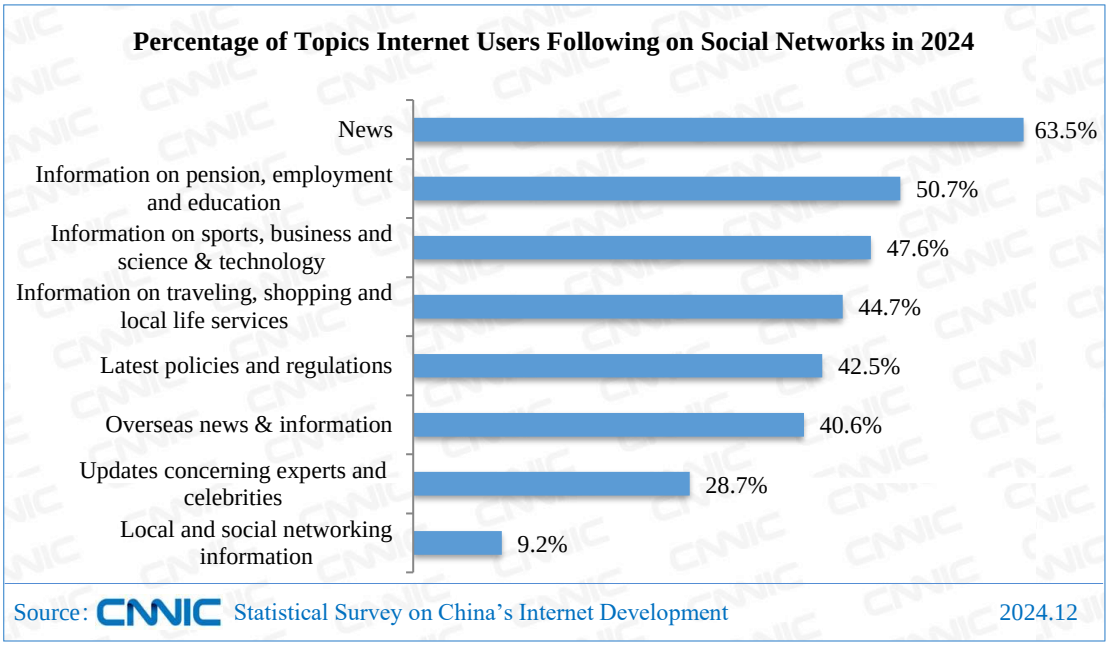

Figure 24 Percentage of Topics Internet Users Following on Social Networks in 2024

III Business Transaction Applications

Up to December 2024, the number of China's online shopping users reached 974 million, an increase of 59.47 million from December 2023, accounting for 87.9% of the total.

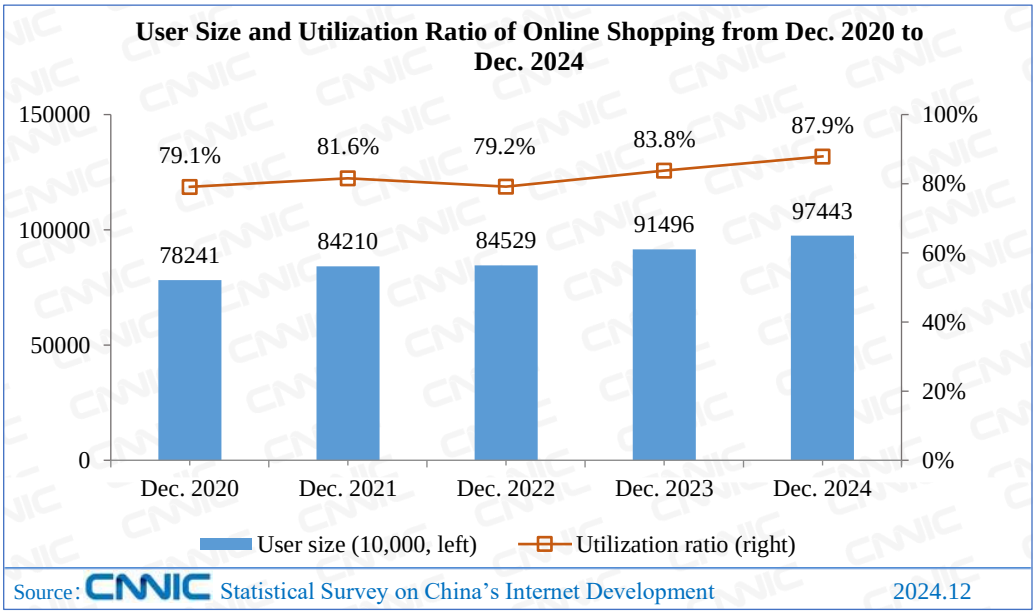

Figure 25 User Size and Utilization Ratio of Online Shopping from Dec. 2020 to Dec. 2024

As of December 2024, the number of online payment users was 1,029 million, an increase of 75.05 million from December 2023, representing 92.8% of the total.

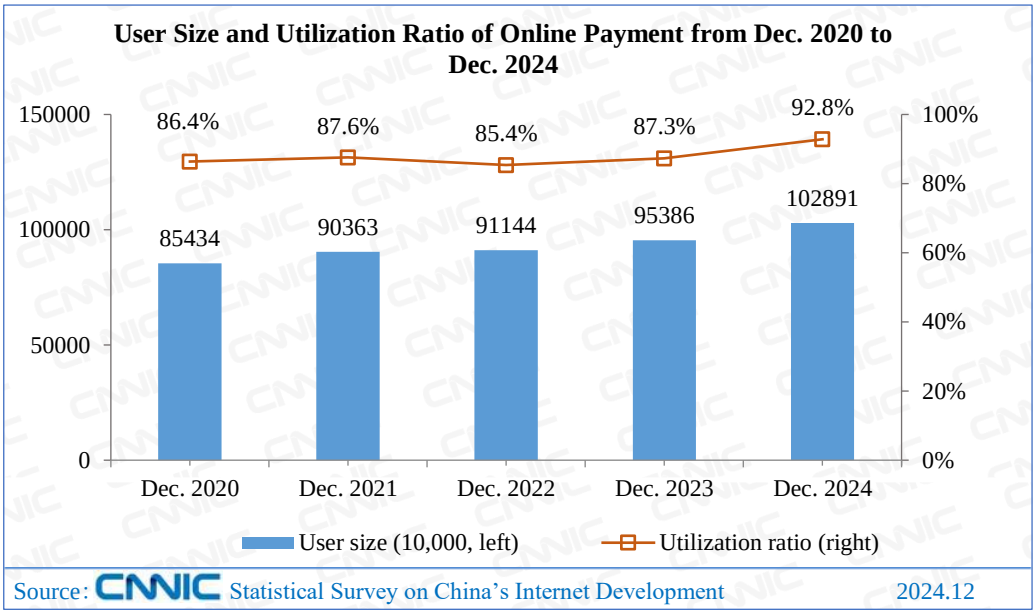

Figure 26 User Size and Utilization Ratio of Online Payment from Dec. 2020 to Dec. 2024

By December 2024, the number of online meal ordering users was 592 million, an increase of 47.77 million from December 2023, accounting for 53.4% of the total.

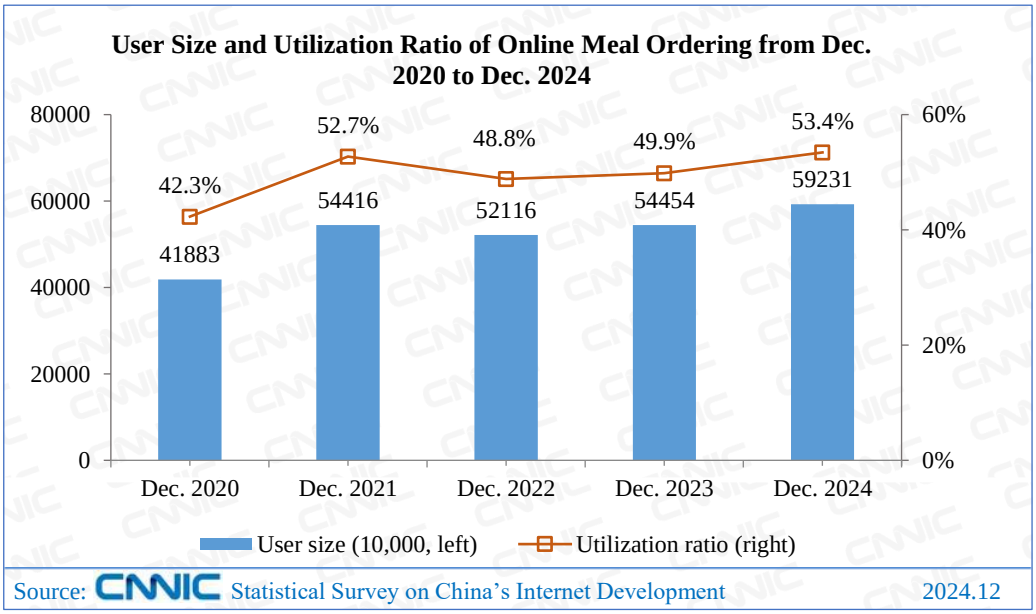

Figure 27 User Size and Utilization Ratio of Online Meal Ordering from Dec. 2020 to Dec. 2024

In 2024, e-commerce trade applications showcased innovation vitality. There were highlights like trade-in programs on e-commerce platforms, connectivity on payment platforms and drone-based meal delivery on online meal ordering platforms. With their distinctive advantages and new models, online shopping, online payment and online meal ordering have facilitated the innovation and upgrading of business circulation, the healthy development of platform economy and the

vitality release of digital-real integration.

Online shopping presented a sustained growth trend, promoting consumption expansion and upgrading. In 2024, the e-commerce industry achieved fast development. Trade-in and cross-border e-commerce became important factors. **First, trade-in of consumer goods yielded new results.** Policies and measures for increasing domestic demand and motivating consumption have been introduced one after another to encourage the sales growth of 3C digital and home appliances. E-commerce platform enterprises have vigorously promoted the trade-in model to achieve a win-win situation for economic and social benefits. During the Jun.18 promotion period, JD.com collaborated with more than 20 provincial and municipal governments to increase consumer subsidies, with the turnover of home appliances in seven provinces or cities, including Beijing and Hebei, increasing by over 100% year-on-year[57]. During the Nov.11 promotion period, government subsidies and the discounts stimulated the first-hour turnover of Tmall's home appliances by 765% year-on-year[58]. The trade-in policy provided economic benefits to consumers and promoted the consumer market obviously. **Second, cross-border e-commerce injected new vitality into foreign trade development.** In the first three quarters, China's cross-border e-commerce import and export was RMB1.88 trillion, up by 11.5% year-on-year[59]. Cross-border e-commerce has become a vital force in China's foreign trade development. The live streaming base of cross-border e-commerce helped Chinese brands go global. Enterprises have used platforms such as TikTok Shop to promote their products among consumers worldwide through short video and live streaming. The e-commerce platform conducted technological innovation to help cross-border e-commerce develop. The AI business assistant of Alibaba.com has offered product release, marketing and promotion for the international expansion of small and medium-sized enterprises. As of October, AI business assistants for domestic sellers had 45,000 users[60].

The online payment environment has been optimized consistently and new services have benefited more people. In 2024, the interconnection of online payment developed rapidly and more service innovations were realized. **First, progress has been made in the interconnection between**

[57] Xinhuanet, http://www.news.cn/fortune/20240620/460e363f69f04015ad99d1b89bdc8990/c.html, June 20, 2024.
[58] CNR News, https://tech.cnr.cn/ycbd/20241014/t20241014_526939704.shtml, October 14, 2024.
[59] The website of China's State Council, https://www.gov.cn/lianbo/bumen/202410/content_6980300.htm, October 14, 2024.
[60] STCN, http://egs.stcn.com/news/detail/1892429.html, October 22, 2024.

platforms. Internet payment agencies have carried forward interconnection. All kinds of bar codes have made progress in mutual recognition and scanning, which has guaranteed netizens' right to choose online payment. In September, Taobao and Tmall released *Solicitation of Opinions on Taobao's New WeChat Payment Capability* and *Solicitation of Opinions on Tmall's New WeChat Payment Capability* respectively. The interconnection between e-commerce platforms went deeper and the consumer experience has been continuously enhanced. Alipay, WeChat Pay and China Unionpay Quick Pass have realized mutual recognition and scanning of offline barcodes and promoted the interconnection of online and offline multi-scenario payment. By October, 85% of Taobao shops supported consumers in paying through China UnionPay Quick Pass[61]. **Second, the new payment method has been more convenient.** The user's convenient payment experience has been improving, bringing about more new consumption experiences. In July, Alipay launched the touch-it payment service. A user does not need to show the payment code, but unlocks the phone and touches the shopman's payment device to complete the payment. Quick pay has become a new way for retailers to operate their cash registers and memberships. As of September 6, the touch-it payment served 50-plus cities including Shanghai, Chengdu, Wuhan, Changsha, Hangzhou and Qingdao[62], bringing more new opportunities for shopmen. Huawei, Xiaomi and other mobile phone manufacturers have accessed the touch-it function. All parties are working together to promote the touch-it ecosystem.

The online meal ordering technology has been developed to improve efficiency and the delivery service model has been iteratively upgraded. In 2024, instant delivery sped up technological innovation and online meal order delivery explored new models. **First, digital technology supported the growth of instant delivery business.** According to the data, the Q3 number of Meituan instant delivery transactions reached 7.078 billion, a year-on-year increase of 14.5%[63]. Online meal ordering companies have optimized their scheduling systems based on big data and AI technology to deal with problems like order backlogs and delivery delays during peak hours, and to guarantee the timeliness, accuracy and safety of instant delivery. Meituan has expedited technique and data collaboration with property management companies to create a rider-

[61] Gmw.cn, https://m.gmw.cn/baijia/2021-10/15/1302640046.html, October 15, 2024.
[62] Ant Group, https://www.antgroup.com/news-media/press-releases/1725616800000, September 6, 2024.
[63] Meituan's Financial Report Q3 2024, https://www.hkexnews.hk/listedco/listconews/sehk/2024/1129/2024112900544_c.pdf.

friendly solution, where riders can use WeChat to scan the property applet code at the entrance of a community to make one-key registration and instant verification. Such efforts can improve the efficiency of rider delivery. **Second, drone-based meal delivery became a new model.** Drone-based delivery routes have been opened at a fast pace, boosting the new development of low-altitude economy. Meituan has carried out drone deliveries in multiple scenarios such as communities, scenic spots, municipal parks, and campuses to meet the timeliness needs of consumers. As of September, Meituan drones opened 53 routes in Beijing, Shenzhen, Shanghai, Guangzhou and other cities, completing over 400,000 orders[64]. During the National Day Golden Week, Meituan drones opened a new delivery route in the South Fifth Tower area of Badaling Great Wall. The average daily orders increased by more than 1,100% compared with the pre-holiday weekend period, with Chinese and Western-style simple meals and beverages becoming hot-selling items[65].

IV Culture, Tourism and Entertainment Applications

By December 2024, China had 548 million online travel booking users, an increase of 39.35 million from December 2023, representing 49.5% of all netizens.

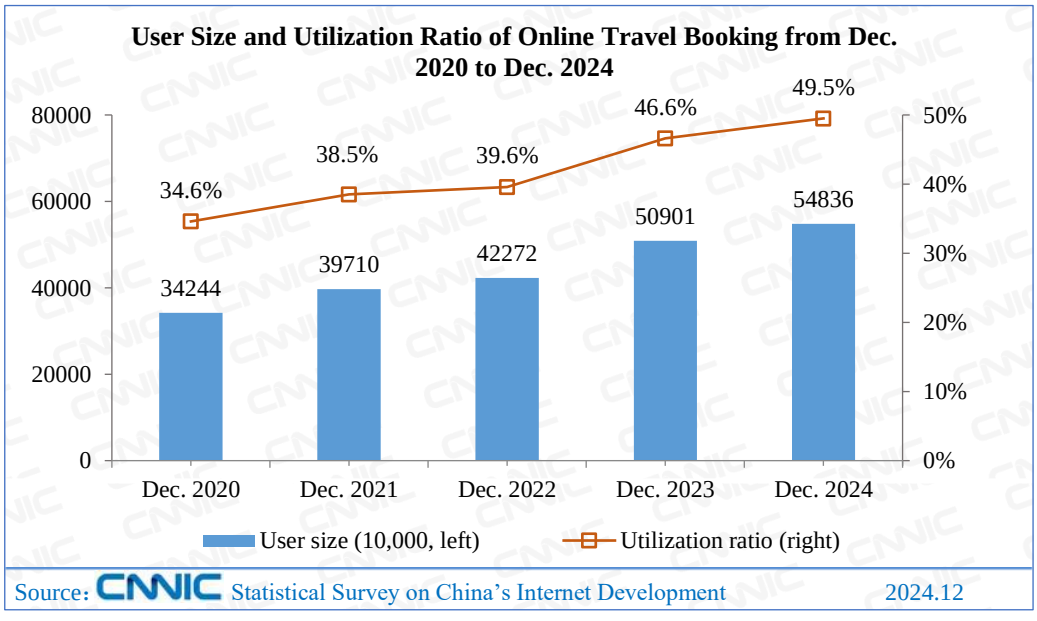

Figure 28 User Size and Utilization Ratio of Online Travel Booking from Dec. 2020 to Dec. 2024

[64] Meituan, https://www.meituan.com/news/NN241218063008769, December 18, 2024.
[65] Meituan, https://www.meituan.com/news/NN241218063008769, December 18, 2024.

Up to December 2024, the number of online video[66] users had reached 1,070 million, an increase of 3.47 million from December 2023, accounting for 96.6% of the total. The number of short video users amounted to 1,040 million, making up 93.8% of all Internet users.

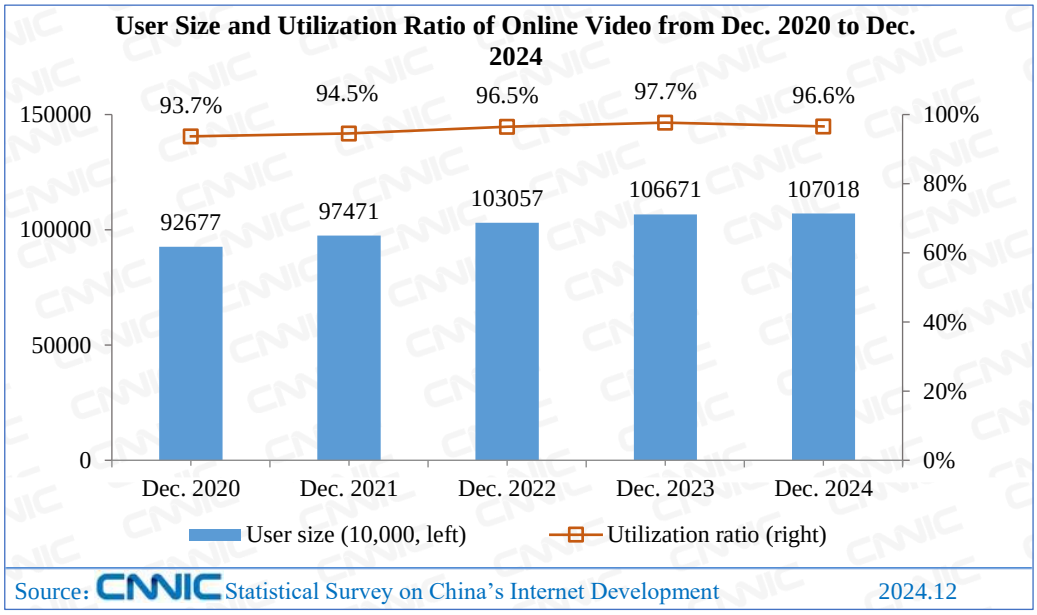

Figure 29 User Size and Utilization Ratio of Online Video from Dec. 2020 to Dec. 2024

By December 2024, the number of live streaming users was 833 million, an increase of 17.37 million over December 2023, representing 75.2% of the total.

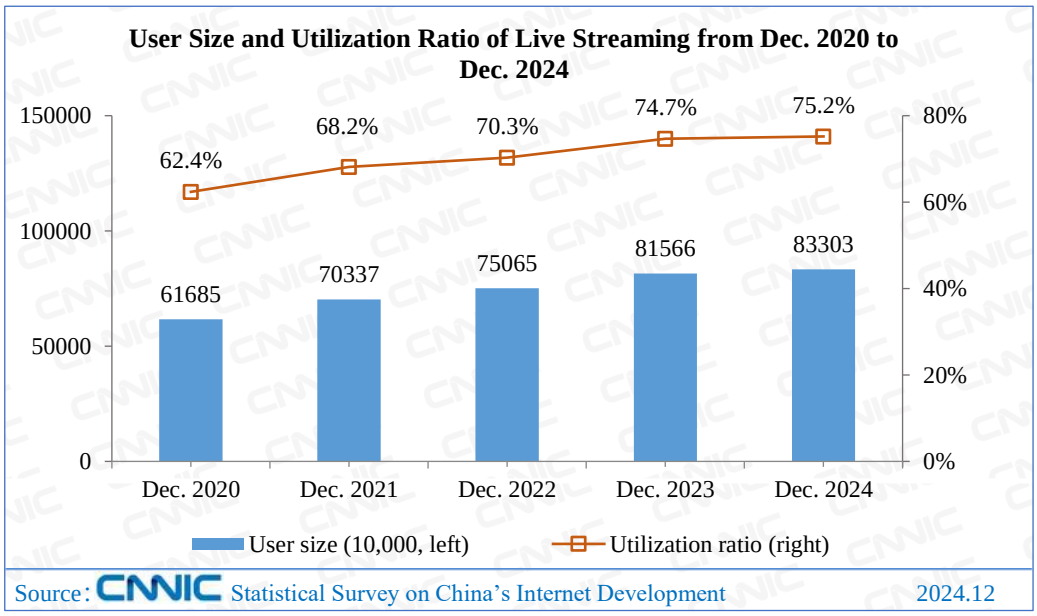

Figure 30 User Size and Utilization Ratio of Live Streaming from Dec. 2020 to Dec. 2024

[66] The size of online video users covered micro-drama users by December 2024.

Up to December 2024, the number of online literature users was 575 million, an increase of 54.74 million from December 2023, making up 51.9% of all netizens.

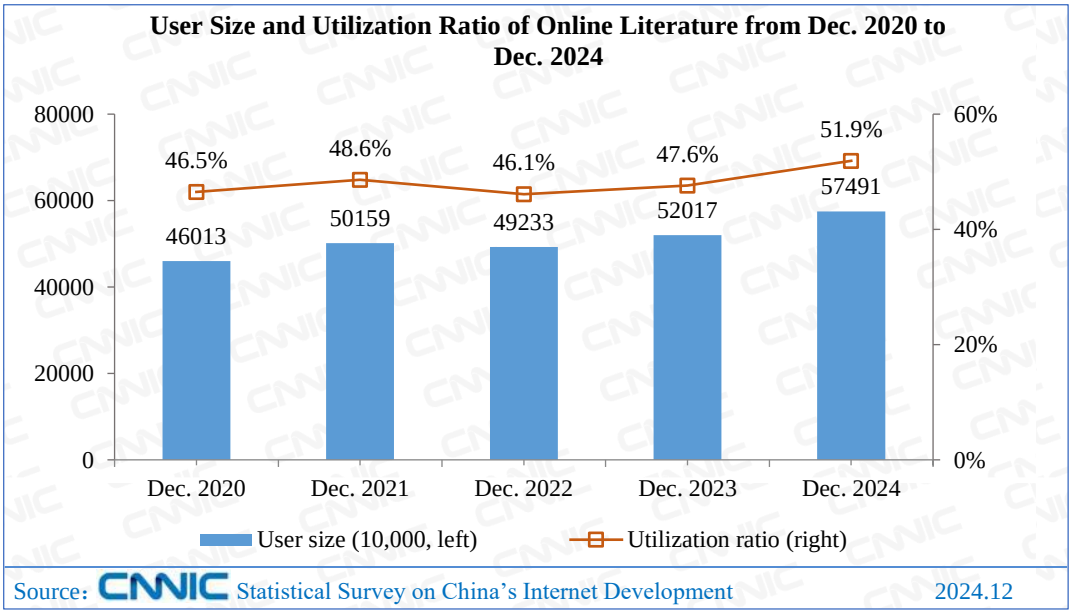

Figure 31 User Size and Utilization Ratio of Online Literature from Dec. 2020 to Dec. 2024

In 2024, China's tourism industry gained a good momentum of expedited recovery, high growth and enhanced quality, a highlight of economic and social development. AI, virtual reality and other technologies have been applied at a fast pace, empowering the high-quality development of culture and tourism. The digital-real integration has emerged as a new trend in tourism consumption. In the entertainment content, micro dramas have stepped into a new stage of quality improvement. More wonderful micro dramas have been created.

New scenarios have been built with content and experience, fostering the integration of culture and tourism. First, tourist highlights have appeared one after another. With the increasing needs of consumers, the tourism industry has been diversified. Tianshui Malatang, a type of Chinese street food, the blue Pingtan luminous seaweed and other niche tourism specialties have emerged as new attractions. "Going to a city for a concert", "small counties are more cost-effective than big cities" and other new ideas of culture, recreation and tourism have been emerging. According to the data[67], there were 4.237 billion domestic trips in the first three quarters of 2024, up by 15.3% year-on-year. Domestic tourists spent a total of RMB4.35 trillion, up by 17.9% year-

[67] China's Ministry of Culture and Tourism, https://zwgk.mct.gov.cn/zfxxgkml/tjxx/202410/t20241021_955808.html, October 21, 2024.

on-year. Tianshui Malatang, has contributed to a more prosperous culture and tourism market. From January to September, Tianshui received a year-on-year growth of more than 25% in the cumulative tourist number and tourism revenue[68]. During the National Day holiday, the number of national business performances increased by 14.5% year-on-year, and box office revenue by 25.9% on a YoY basis; audience attendance grew by 13.3%[69] compared with the year earlier; and Ctrip county tour orders were up by 20% YoY[70]. **Second, the integration of culture and tourism has brought about new vitality.** Local governments have made full use of the spreading effect of short videos, live streaming and online games to display culture, cuisine, attractions and other features in all aspects, create brand-new cultural and tourism cards, and drive the cultural and tourism industry and economic development. Since the release of the domestic game Black Myth: Wukong, Shanxi, the main location of the game's scenes, has seen a rapid rise in attention and become one of the most popular tourist destinations. Shanxi Provincial Culture and Tourism Department has turned online game craze into offline tourism craze by launching corresponding tourism products, posting on social media, and peripheral cultural creations. In the first three days of the National Day, the booking volume of tour orders in Shanxi Province increased by 63% and the booking amount grew by 171% compared with the Mid-Autumn Festival[71]. **Third, immersive experience has come as a new tourism highlight.** AI, augmented reality and virtual reality have been applied at a greater pace in culture and tourism, bringing new experiences to tourists. The Colorful Grotto Art Immersion Experience Exhibit by the National Museum of China has given a new interpretation of grotto art. The 5G Immersive Experience Zone of the Grand Canal has become the most popular spot in the Yangzhou-based museum, Jiangsu Province. Chaozhou Hanbi Pavilion has introduced virtual reality and augmented reality to restore historical scenes and tell red stories alive. According to the data, the first 42 new immersion experience locations attracted more than 4.3 million consumers during the May Day holidays, with a total consumption of more than RMB220 million[72].

Micro drama has grown into a new force in culture, travel and entertainment content. By December, China had 662 million micro drama users, accounting for 59.7% of all netizens. **First,**

[68] Tianshui Release, https://mp.weixin.qq.com/s/L9huMIP7xhs1jShs7d2QHg, October 13, 2024.
[69] CCTV.com, https://news.cctv.com/2024/10/09/ARTIZdmkHEQmqUxKi8Bvsj6s241009.shtml, October 9, 2024.
[70] People's Daily Online, http://sh.people.com.cn/n2/2024/1013/c134768-41006263.html, October 12, 2024.
[71] CCTV.com, https://news.cctv.com/2024/10/08/ARTIYwbpmrCTm5MF9Is5ex7D241008.shtml, October 8, 2024.
[72] Xinhuanet, http://www1.xinhuanet.com/travel/20240506/23a40e9de5d8466d8753eb91457fa7c4/c.html, May 6, 2024.

high quality has been the development direction of the micro drama industry. China's National Radio and Television Administration has collaborated with all parties to promote the micro drama industry towards excellence, creativity and scale-up. The programs of Traveling with Micro Drama, Viewing China in Micro Dramas and A Look at Brands in Micro Dramas have been launched successively to create a co-growing, open and inclusive micro drama industry ecosystem. **Second, a variety of platforms have joined the micro drama industry.** From short video platforms, traditional film and television companies and online literature platforms to long video platforms, television stations and e-commerce platforms, they have moved into the micro dramas industry in an effort to turn micro dramas into a highlight of revenue growth. Take the e-commerce platform as an example. Taobao opened a short drama theater on the secondary page. Pinduoduo has released micro drama episodes covering a variety of genres and they have been attached with commodity links. In April, JD announced that it had invested RMB1 billion and 1 billion bytes of traffic as incentives to attract more original creators of micro dramas and quality content organizations.

AI technologies have brought new opportunities for the culture, tourism and entertainment industry. In the online video, game, live streaming, literature and other culture & recreation industries, AI technologies have been applied into business scenarios to improve the quality of content creation and the ability of commercial realization. **In online video**, AI technologies have been applied to all business scenarios such as content planning, production, distribution, personalized recommendation and online marketing. For example, the video generation model Kling AI has more than 6 million users who have generated over 65 million videos and more than 175 million pictures[73]. In the first half of the year, nearly 20,000 merchants realized smart operation with a large model on Kuaishou platform. In the second quarter, Kuaishou e-commerce's total transaction amount of searched goods was boosted by over 80% year-on-year through the introduction of the big recommendation model that improved the ability to recognize users' shopping intentions[74]. **In online literature,** AI technologies have become new development engine. **First, AI-assisted creative writing has provided inspirations for online literary authors.** By relying on the natural language processing capabilities of large models, creators can use AI

[73] Tencent, https://news.qq.com/rain/a/20241212A05WIX00, December 12, 2024.
[74] Kuaishou Technology's Financial Report Q2 2024, https://ir.kuaishou.com/zh-hans/news-releases/news-release-details/kuaishoukejifabu2024niandierjidujizhongqiweijingshenhecaiwuyeji, August 20, 2024.

technology to assist themselves in framework construction, clue organization, character setting and scene description. **Second, the translation process has been optimized, making it possible for works to be translated and updated efficiently and distributed overseas.** Aided with AI, the translation efficiency has been vigorously improved, the volume of translation has been growing, and the cost of translation has been cut, which has made it easier for overseas readers to enjoy domestic online literature works.

V Public Service Applications

Up to December 2024, the number of car-hailing users was 539 million, an increase of 11.80 million from December 2023, making up 48.7% of all netizens.

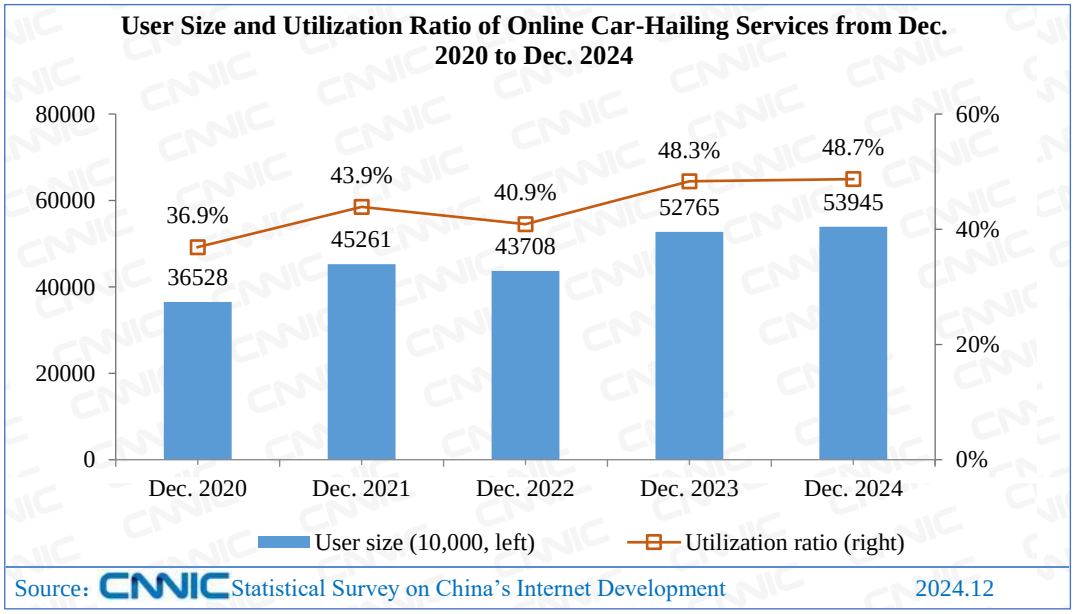

Figure 32 User Size and Utilization Ratio of Online Car-Hailing Services from Dec. 2020 to Dec. 2024

As of December 2024, China had 418 million users of Internet healthcare, an increment of 3.72 million from December 2023, making up 37.7% of the total.

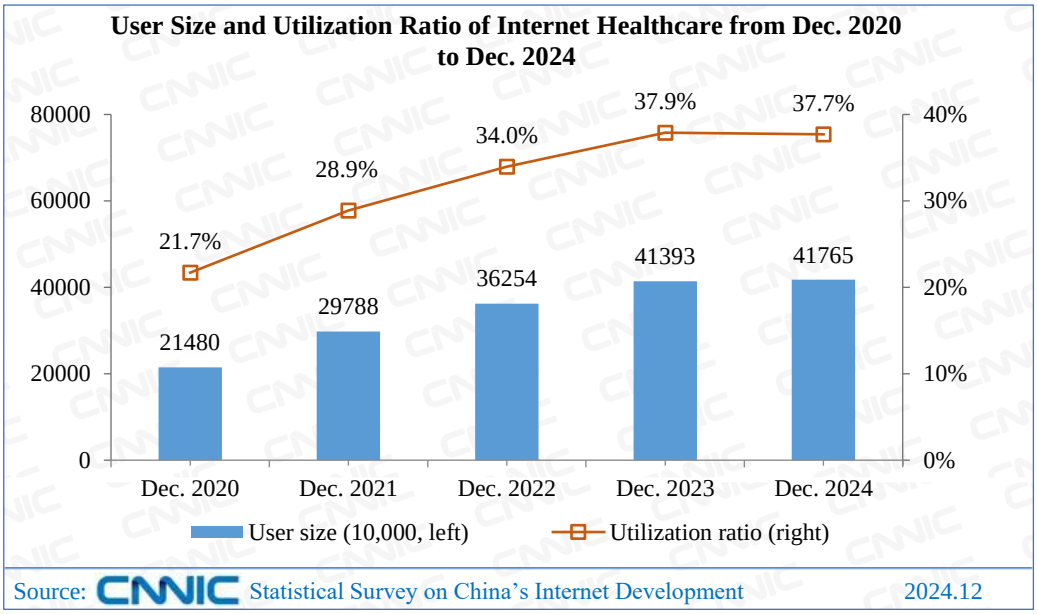

Figure 33 User Size and Utilization Ratio of Internet Healthcare from Dec. 2020 to Dec. 2024

Under the continued guidance of policies in 2024, enterprises specializing in industries like online car-hailing, Internet healthcare and online education were empowered by digital technologies. Through the practice of the digital-real integration, they have better met the needs of specific groups, enhanced the accessibility and universality of services, and delivered convenience and well-being to more people.

The online car-hailing industry has contributed to green and low-carbon travel and significantly enhanced the quality of elderly-friendly travel services. First, the green and low-carbon travel has been steadily developing. For platforms and enterprises, they have built up the power exchange business of new energy vehicles. In January, Didi and Contemporary Amperex Technology Co. Limited (CATL) set up a power-exchange joint venture to provide power-exchange services for new-energy vehicles, in particular for online car-hailing scenarios. In May, CaoCao Inc. placed vehicles with 60-second customized power exchange in Jinan and Rizhao, which were dedicated to promoting the development of Shandong's new energy car-hailing ecosystem. **For users**, the high-frequency use of travel models like ride-sharing has driven the efficient use of vehicle resources. In the first half of the year, the overall transaction volume of Didachuxing's ride-

sharing services reached RMB4.007 billion, with an order amount of 61.7 million[75]. **Second, the platforms' services for the elderly have seen improvements and the threshold for online car-hailing by the elderly has been lowered.** By December, the utilization rate of online car-hailing for senior groups aged 60 and above reached 24.6%, with the user size of 38.49 million. By the end of September, Didi had provided 197 million trips to 6.24 million seniors in 355 cities[76]. Meanwhile, the one-key car hailing service has been available in 325 cities, significantly enhancing the response efficiency of car hailing for the elderly. More than 150 million orders[77] have been made to serve 15.43 million elderly passengers. In October, Didi upgraded its car-hailing services for the elderly, not only by optimizing the online services and functions, but also by increasing the number of offline car-hailing stops for the elderly.

The development vitality and potential of the Internet healthcare industry has been further unlocked. In June, the General Office of the State Council issued the *Key Tasks for Deepening the Reform of the Medical and Health System 2024*, focusing on the coordinated development and governance of health insurance, medical care and medicine. As the big medical model and the online medicine purchase through medical insurance have been applied in a new way, Internet healthcare services have been significantly enhanced. **First, Internet medical services have been further developed and widely utilized.** At present, 3,340 Internet hospitals across the country have provided Internet diagnosis and treatment services for more than 100 million visits per year[78], of which the average daily online consultation volume of JD Health Internet Hospital was more than 480,000[79]. **Second, medicines have been purchased via online medical insurance to meet patients' needs for medicines.** Online medicine purchase, medical insurance payment and instant delivery not only further ease the burden of people purchasing medicines, but also significantly enhance the convenience of buying medicines. Since July, Beijing, Shanghai, Guangzhou and Shenzhen have carried forward the implementation of medicine purchase services through online medical insurance. People can use their health insurance accounts to purchase

[75] Didachuxing's Interim Performance Announcement 2024, https://manager.wisdomir.com/files/594/2024/0830/20240909174709_03161024_sc.pdf, August 30, 2024.
[76] Didi, https://mp.weixin.qq.com/s/3UTIRJKzcRwULuXUeayopA, October 11, 2024.
[77] CCTV.com, https://news.cctv.com/2024/07/30/ARTIoNuWDoBrSkGG1V25EGuB240730.shtml, July 30, 2024.
[78] China's National Health Commission, http://www.nhc.gov.cn/xcs/s3574/202409/2e0cf0e7331143e3a7ce3ee040f615e4.shtml, September 12, 2024.
[79] JD Health's Financial Report H1 2024, https://manager.wisdomir.com/files/586/2024/0906/20240906164502_65681542_tc.pdf, September 6, 2024.

medicines in nearly 500 pharmacies[80] in 16 administrative districts and economic development zones of Beijing. More than 1,000 pharmacies in Shanghai have joined the online health insurance program for medicine purchase and completed the settlement for about 2,047,000 people[81]. **Third, large models help improve the quality and efficiency of online diagnostic and treatment services.** In June, Ping An Health released Ping An Doctor Aid, a multimodal medical model designed to assist in generating patients' health records and provide medical knowledge. In August, JD Health released the Beijng Doctor Consulting model, which helped make remote medical treatment more intelligent by providing medical advice and diagnosis.

The online education platform's strengths have appeared continually, promoting the fairness and universality of education. By December 2024, China had 355 million online education users, accounting for 32.0% of the total. **First, the channels of learning for all have been widened.** The number of MOOC courses in China exceeded 76,800, with 1.277 billion views. The country ranked first in the world in terms of online course development and application[82]. **Second, rural education has become more equitable and public-interest.** For example, the Digital Education Courtyard, built by Beijing Normal University, has relied on the national wisdom education platform for primary and secondary schools and provided strong support for the vitalization of rural education by creating digital curriculum resource packages and enhancing the digital education and teaching. Wenshu AI Education, released by China Unicom, is aimed at providing services for teachers and students in rural areas in order to narrow the gap between urban and rural education and balance educational resources. As of December, the utilization rate of online education in China's rural areas reached 24.0%, with 75.17 million users.

[80] Sina, https://finance.sina.com.cn/roll/2024-11-06/doc-incvcvrt3137197.shtml, November 6, 2024.
[81] China's National Healthcare Security Administration, https://www.nhsa.gov.cn/art/2024/7/14/art_14_13217.html, July 14, 2024.
[82] China's Ministry of Education, http://www.moe.gov.cn/jyb_xwfb/s5147/202405/t20240515_1130643.html, May 15, 2024.

Appendix 1 Survey Methodology

I. Survey Methodology

(I) Telephone Survey

1.1 Survey Population

Chinese permanent residents at the age of 6 or above who have residence fixed-line telephones (including home phones and dormitory telephones) or mobile phones

◇ Sample scale

The samples in the survey cover 31 provinces, autonomous regions and municipalities in Chinese mainland, excluding Chinese Hongkong, Macao and Taiwan.

◇ Division of survey population

The survey population can be divided into three categories:

Subpopulation A: Survey subpopulation using residence fixed-line telephones (including residents with home phones, students with dormitory telephones, and other users with dormitory telephones).

Subpopulation B: Survey subpopulation with mobile phones.

Subpopulation C: Survey subpopulation with both residence fixed-line telephones and mobile phones (there is an overlap between subpopulation A and subpopulation B, and the overlapped part is subpopulation C), C=A∩B.

1.2 Sampling Method

CNNIC surveys subpopulation A, B and C. Double sampling is adopted for the survey so as to cover as many Internet users as possible. The first sampling frame is subpopulation A, the people with residence fixed-line telephones. The second sampling frame is subpopulation B, the people with mobile phones.

For the survey population with fixed-line telephones, stratified two-stage sampling is adopted. To ensure the sufficient representativeness of samples, the whole country is divided into 31 tiers according to province, autonomous region and municipality directly under the central government

and the sampling is made independently at each tier.

The self-weighted sampling method is adopted for each province. The sample sizes for each district, city and prefecture (including the governed districts and counties) are allocated in accordance with the proportion of the people at the age of 6 or above covered by residence fixed-line telephones in the local area compared to the total covered population in the whole province.

Sampling in subpopulation B is similar to that in subpopulation A. The whole country is divided into 31 tiers according to province, autonomous region and municipality directly under the central government, and sampling is made independently in each tier. Samples are allocated in accordance with the proportion of the residents in each district or city, in order to make the sample allocation in each province conform to the self-weighting method.

To ensure the telephones are taken with almost the same probability in each district, city or prefecture, that is, the local bureau number with more telephones will more likely be taken, and to make the phone visit more feasible, the telephone numbers in each district, city and prefecture are taken according to the following procedures:

For mobile phone user groups, all the mobile bureau numbers in each district, city and prefecture are sampled; a certain quantity of 4-digit random numbers are generated according to the valid sample size in each district, city or prefecture, and then combined with the mobile bureau numbers in each district, city or prefecture to form a number library (local bureau number + the random 4-digit number); randomly order the number library; dial and visit the randomly ordered number library. Survey of the subpopulation with fixed-line telephones is similar to that of the subpopulation with mobile phones: a random number is generated and combined with the local bureau number to form a telephone number, and then such number is dialed and visited. To avoid repeated sampling, only residence fixed-line telephones are visited.

According to the latest population attribute structure published by provincial statistical bureaus, we use the method of multi-variable joint weighting to estimate the size of netizens. The data published by statistical bureaus are annual census data projections or annual population sample survey projections. Such data are used in this report as the basis for adjusting the weights of the semi-annual survey data, ignoring the differences between survey periods.

1.3 Sampling Error

Based on the design, analysis and calculation of sampling, 0.66 percentage point is the

estimated maximum allowable absolute error of the proportional target quantity (e.g. the Internet penetration rate) among the individual netizen survey results, when the confidence is 95%. From this, we can deduce the error range of estimating other kinds of target quantities, such as the scale of netizens.

1.4 Survey Method

The Computer-assisted Telephone Interviewing (CATI) system is adopted for the survey.

1.5 Differences between Survey Population and Targeted Population

A study for the subpopulation who are not covered by telephones, conducted by CNNIC at the end of 2005, shows those Internet users are very few in this subpopulation. Currently, the subpopulation is downsizing gradually with the development of China's telecom industry. In this survey, there is an assumption, i.e., Internet users who are not covered by fixed-line telephones or mobile phones are negligible.

(II) Statistical Data Reporting

The reported statistical data mainly includes the number of IP addresses and domain names.

2.1 Number of IP Addresses

The data of IP addresses counted by province come from the IP address databases of Asia-Pacific Network Information Center (APNIC) and CNNIC. Registered data in each database, that can be distinguished by the province which the addresses belong to, can be added respectively by province to generate data of each province. As address allocation is a dynamic process, the statistical data are only for reference. The Ministry of Industry and Information Technology, as the national competent department for IP addresses, also requires IP address allocation organizations to report the quantity of IP addresses they own semiannually. To ensure the accuracy of IP data, CNNIC will compare and verify APNIC statistical data with the reported data to confirm the final quantity of IP addresses.

2.2 Number of Domain Names

The numbers of domain names under .CN and .中国, which are registered globally, are derived from CNNIC database, while those under gTLD, New gTLD, .CO, .TV, .CC, .ME, .HK, and .PW are provided by domestic domain name registration units.

II. Definitions of Terms in the Report

◇ **Internet Users or Netizens:** Chinese residents at the age of 6 or above who have used the Internet in the past 6 months.

◇ **Mobile Internet Users:** Internet users who have used mobile phones to access and surf the Internet in the past 6 months.

◇ **Computer Internet Users:** Internet users who have used computers to access and surf the Internet in the past 6 months.

◇ **Rural Internet Users:** Internet users who have been living in rural areas of China in the past 6 months.

◇ **Urban Internet Users:** Internet users who have been living in urban areas of China in the past 6 months.

◇ **IP Address:** As the basic resource on the Internet, the IP address functions to identify computers, servers and other devices connected to the Internet. Connection with the Internet can be realized only when an IP address (in any form) is acquired.

◇ **Website:** It refers to a web site with a domain name itself or WWW. + domain name. Such domain names include those, which are registered under China's ccTLDs, namely .CN and .中国, or gTLDs, and whose registrants are within the territory of China. For example, the domain name of CNNIC.CN has only one website and the corresponding web address is CNNIC.CN or WWW.CNNIC.CN. Other web addresses with such domain name as the suffix, like WHOIS.CNNIC.CN and MAIL.CNNIC.CN, are regarded as different channels of the website.

◇ **Scope of Survey:** Unless otherwise expressly indicated, data in this Report only refer to Chinese mainland, excluding Chinese Hongkong, Macao and Taiwan.

◇ **Deadline of Survey Data:** The deadline of the statistical survey data is Dec 31, 2024.

◇ **Data Explanation：** Most of the data in this Report are approximate values after rounding and retaining significant digits.

Appendix 2 Attached Tables of Basic Internet Resources

Table 1 Number of IPv4 Addresses

Region	Number of Addresses	Equivalence
Chinese mainland	343,162,368	20A+116B+62C
Hong Kong	13,165,824	200B+229C
Macau	337,664	5B+39C
Taiwan	35,720,704	2A+33B+14C

Table 2 Allocation of IPv4 Addresses among Organizations

Organization Name	Number of Addresses	Equivalence
China Telecom	125,763,328	7A+126B+255C
China Unicom	69,866,752[Note1]	4A+42B+21C
IP Address Allocation Alliance of CNNIC	62,957,312[Note 2]	3A+192B+133C
China Mobile	35,294,208	2A+26B+140C
China Education and Research Network	16,649,984	254B+16C
China Mobile Tietong	15,796,224 [Note 3]	241B+8C
Others	16,834,560 [Note 4]	256B+224C
Total	343,162,368	20A+116B+62C

Data sources: APNIC and CNNIC

Note 1: The addresses of China Unicom include the addresses of former China Unicom and former China Netcom. Specifically, the IPv4 addresses 6316032（96B+96C）of former China Unicom are assigned by CNNIC.

Note 2: As a national Internet registry (NIR) approved by APNIC and national competent authorities in China, CNNIC has organized ISPs, enterprises and public institutions of certain size in China to set up IP Address Allocation Alliance. So far, the total number of IPv4 addresses held by the members of IP Address Allocation Alliance is 85.07 million, equivalent to 5.1A. The IPv4 addresses of the IP Address Allocation Alliance listed in the above table do not include those IPv4 addresses already assigned to former China Unicom and China Mobile Tietong.

Note 3: The IPv4 addresses of China Mobile Tietong are assigned by CNNIC.

Note 4: Others refer to enterprises and institutions that apply for IPv4 addresses directly from APNIC.

Note 5: The deadline for the above statistical data is December 2024.

Table 3 Number of IPv6 Addresses (unit: /32 note 1)

Region	Number of Addresses
Chinese mainland	64,469
Hong Kong	2,056
Macau	9
Taiwan	2,614

Table 4 Allocation of IPv6 Addresses among Organizations

Organization Name	Number of addresses
IP Address Allocation Alliance of CNNIC	26,762Note 2
China Telecom	16,387
China Education and Research Network	10,258
China Unicom	4,097
China Mobile	4,097
China Mobile Tietong	2,049Note 3
Others	819Note 4
Total	64,469

Data sources: APNIC and CNNIC

Note 1: /32 as shown in the IPv6 address tables is a method to present IPv6 addresses, and the corresponding number of addresses is $2^{(128-32)}=2^{96}$.

Note 2: At present, the number of IPv6 addresses held by the members of IP Address Allocation Alliance of CNNIC is 28811/32. The IPv6 addresses held by the members of IP Address Allocation Alliance listed in the above table do not include those IPv6 addresses already assigned to China Mobile Tietong.

Note 3: The IPv6 addresses of China Mobile Tietong are assigned by CNNIC.

Note 4: Others refer to enterprises and institutions that apply for IPv6 addresses directly from APNIC.

Note 5: The deadline for the above statistical data is December, 2024.

Table 5 Proportion of IPv4 Addresses in Each Province / Autonomous Region / Municipality Directly under the Central Government

Province / Autonomous Region / Municipality Directly under the Central Government	Proportion
Beijing	25.19%
Guangdong	9.43%
Zhejiang	6.39%
Shandong	4.83%
Jiangsu	4.70%
Shanghai	4.47%
Liaoning	3.29%
Hebei	2.81%
Sichuan	2.74%
Henan	2.60%
Hubei	2.37%
Hunan	2.33%
Fujian	1.92%
Jiangxi	1.71%
Chongqing	1.66%
Anhui	1.63%
Shaanxi	1.61%
Guangxi	1.36%
Shanxi	1.26%
Jilin	1.20%
Heilongjiang	1.19%
Tianjin	1.04%
Yunan	0.96%
Inner Mongolia	0.77%
Xinjiang	0.60%
Gansu	0.47%
Hainan	0.47%
Guizhou	0.44%
Ningxia	0.27%
Qinghai	0.17%
Tibet	0.13%
Others	10.00%
Total	100.00%

Data sources: APNIC and CNNIC

Note 1: The above statistics are made on the basis of the location of the IP address owners.

Note 2: Others refer to countries or regions other than the Chinese mainland.

Note 3: The deadline for the above statistical data is December, 2024.

Table 6 Number of Domain Names in Each Province / Autonomous Region / Municipality Directly under the Central Government

Province / Autonomous Region / Municipality Directly under the Central Government	Total Domain Names	.CN Domain Names	.中国 Domain Names
	Number	Number	Number
Guangdong	5867925	3811083	12709
Beijing	5628085	4293391	22284
Jiangsu	2554092	1672943	7096
Shandong	2115087	1492433	26906
Guizhou	1835476	1701178	3142
Shanghai	1400422	708818	5961
Zhejiang	1289777	479433	6287
Fujian	1191971	506890	6273
Sichuan	1167824	574405	10259
Henan	1142273	677941	3798
Hunan	945607	477990	2412
Hubei	873554	500445	2708
Hebei	796968	437929	4866
Jiangxi	752260	334631	1300
Anhui	709502	353319	3145
Guangxi	693258	399520	1353
Liaoning	505556	318462	5300
Shaanxi	501494	217763	7343
Chongqing	477795	258553	4425
Shanxi	420700	288710	1789
Yunnan	349017	177579	4037
Heilongjiang	271589	173416	1778
Tianjin	206216	65836	1080
Hainan	198655	118135	783
Gansu	195650	144402	1299
Jilin	193027	110571	1314
Inner Mongolia	140849	87154	1364
Xinjiang	72745	37933	844
Ningxia	59918	41286	495
Qinghai	20868	13119	447
Tibet	9981	3211	558
Others	431764	344558	11910
Total	33019905	20823037	165265

Data sources: CNNIC

Note 1: Others refer to countries or regions other than the Chinese mainland, or the location of domain name registrants can not be identified.

Note 2: The deadline for the above statistical data is December, 2024.

Table 7 Web Pages by Suffix Format

Suffix Format	Proportion
html	52.16%
/	23.51%
php	6.26%
htm	4.17%
shtml	3.52%
aspx	2.08%
asp	1.19%
jsp	0.33%
others	6.78%
total	100.00%

Data sources: Baidu Online Network Technology (Beijing) Co., Ltd.

Note 1: The deadline for the above statistical data is December, 2024.

Table 1 Number of Pages in Each Province / Autonomous Region / Municipality Directly under the Central Government

	Total Number of Pages after De-duplication	Static Pages	Dynamic Pages	Static to Dynamic Ratio
Beijing	147908977298	94914065504	52994911794	1.79
Guangdong	50913227535	34858277666	16054949869	2.17
Zhejiang	47902592373	34512446177	13390146196	2.58
Shanghai	28046456310	20662636816	7383819494	2.80
Henan	23208462769	18373491889	4834970880	3.80
Jiangsu	17519637809	10876401751	6643236058	1.64
Hebei	15455212497	11597358079	3857854418	3.01
Fujian	12508342811	9752938031	2755404780	3.54
Shandong	7839479604	5300637435	2538842169	2.09
Sichuan	6722771657	4610464822	2112306835	2.18
Tianjin	6571555177	4337223139	2234332038	1.94
Shanxi	4517093474	3470526690	1046566784	3.32
Liaoning	3684777564	2750011295	934766269	2.94
Hubei	3433809970	2212718061	1221091909	1.81
Anhui	3272982552	2522144915	750837637	3.36
Jiangxi	3062693480	2507347267	555346213	4.51
Guangxi	2868504531	2175279364	693225167	3.14
Hunan	2315759604	1663134557	652625047	2.55
Heilongjiang	2153714684	1771585454	382129230	4.64
Jilin	2138190189	1510694358	627495831	2.41
Shaanxi	2084023878	1234180473	849843405	1.45
Hainan	1918699860	1546434341	372265519	4.15
Yunnan	1887272314	1300450693	586821621	2.22
Chongqing	635055567	404311368	230744199	1.75
Inner Mongolia	255866336	132060097	123806239	1.07
Gansu	217002872	111989842	105013030	1.07
Guizhou	152070877	105833655	46237222	2.29
Xinjiang	100142165	54429452	45712713	1.19
Qinghai	37992853	26778691	11214162	2.39
Ningxia	22772919	17744310	5028609	3.53
Tibet	9487255	8128707	1358548	5.98
China	399364628784	275321724899	124042903885	2.22

Data sources: Baidu Online Network Technology (Beijing) Co., Ltd.

Note 1: The deadline for the above statistical data is December, 2024.

Tabel 2　Number of Web Page Bytes in Each Province / Autonomous Region / Municipality Directly under the Central Government

	Total Web Page Size	Average Web Page Size (KB)
Beijing	14351318593813	97.03
Zhejiang	4072607676483	85.02
Guangdong	3905733479873	76.71
Shanghai	3115361937546	111.08
Henan	1689507982040	72.80
Hebei	1567312446223	101.41
Jiangsu	1253125101881	71.53
Shanxi	947616313130	209.78
Fujian	836938197459	66.91
Shandong	599681193984	76.50
Tianjin	482056382301	73.35
Sichuan	359761604994	53.51
Hubei	194625885610	56.68
Liaoning	180000497725	48.85
Heilongjiang	168992976471	78.47
Anhui	163334543236	49.90
Guangxi	157800400891	55.01
Jiangxi	154446686842	50.43
Hunan	153225445886	66.17
Shaanxi	116881643115	56.08
Yunnan	96572361216	51.17
Jilin	90364974497	42.26
Hainan	69201329040	36.07
Chongqing	43569527693	68.61
Gansu	19117965821	88.10
Inner Mongolia	16843034885	65.83
Guizhou	7385089403	48.56
Xinjiang	4846413914	48.40
Qinghai	3343252775	88.00
Ningxia	804212472	35.31
Tibet	289857370	30.55
China	34822667008589	87.20

Data sources: Baidu Online Network Technology (Beijing) Co., Ltd.

Note 1: The deadline for the above statistical data is December, 2024.

Table 3 Status of Internet Access

Index	Junn 2024 (%)	December 2024 (%)
Proportion of Individuals Using the Internet	91.5	92.0[Note 1]
Proportion of Households Having Internet Access	100	100
Percentage of Individuals Owning a Mobile Phone	99.2	99.1[Note 2]

Note 1: Individuals Using the Internet is one of the important indicators used by the International Telecommunication Union (ITU) to measure the development of informatization in various countries and regions. Considering the common practice of countries in filing this indicator, and taking into account China's personal Internet usage, this data is calculated based on the proportion of individuals using the Internet in China.

Note 2: Measured by the inference coefficient of market share of each operator and the number of de-duplicated natural users of Unicom.

Note 3: The deadline for the above statistical data is December, 2024.

Appendix 3 Supporting Organizations

We would like to express our heartfelt thanks to the following organizations that have supported the collection of data in this report. (Not listed in any particular order)

Ministry of Industry and Information Technology
Cyberspace Administration of China
National Bureau of Statistics
Central Committee of the Communist Young League

China Organizational Name Administration Center
China Academy of Information and Communications Technology
Computer Network Information Center of Chinese Academy of Sciences
Network Center of China Education and Research Network
China Economic Information Service

China Mobile
China Unicom
Baidu Online Network Technology (Beijing) Co., Ltd.
Beijing Micro Dream Network Technology Co., Ltd. (Micro-blog)
Alibaba Cloud Computing (Beijing) Co., Ltd.
Bangning Shuzi Technology Co., Ltd.
Beijing Guoke Cloud Computing Technology Co., Ltd.
Beijing Huaruidns Technology Co., Ltd.
Beijing Wangzun Technology Co., Ltd.
Beijing ZW.cn Co., Ltd.
Beijing Zhuoyueshengming Technology Co., Ltd.
Chengdu Feishu Technology Co., Ltd.
Chengdu West Digital Technology Co., Ltd.
Doumai (Shanghai) Network Technology Co., Ltd.
Fuzhou Zhongxu Network Technology Co., Ltd.
Guangdong Jinwanbang Technology Investment Co., Ltd.
Guangzhou Mingyang Information Technology Co., Ltd.
Guizhou Zhongyuzhike Network Technology Co., Ltd.
Hangzhou E-commerce Connection Technology Co., Ltd.
Hefei Xunyun Network Technology Co., Ltd.

China Telecom
Beijing Ucap Information Technology Co., Ltd.
Tencent Cloud Computing (Beijing) Co., Ltd.
Beijing ByteDance Technology Co., Ltd.
Alibaba Cloud Computing Co., Ltd.
Beijing Oriental Wangjing Information Technology Co., Ltd.
Beijing Guoxu Network Technology Co., Ltd.
Beijing Wanweitonggang Technology Co., Ltd.
Beijing Xinnet.com Co., Ltd.
Beijing BrandCloud.cn Co., Ltd.
Beijing Zihai Technology Co., Ltd.
Chengdu 51web.com Co., Ltd.
Daqing dqzc.com Co., Ltd.
Foshan Yidong Network Co., Ltd.
Guangdong HUYI Internet & IP Services Co., Ltd.
Guangdong Now.cn Co., Ltd.
Guangzhou DNSpod Information Technology Co., Ltd.
Hangzhou 22.cn Network Co., Ltd.
Hefei Juming Network Technology Co., Ltd.
ZDNS Beijing Co., Ltd.

Trademark Domain Technology Co., Ltd.
Jiangsu Bangning Science & Technology Co., Ltd.
Makeyubiao Information Technology (Shanghai) Co., Ltd.
Xiamen Nawang Technology Co., Ltd.
Xiamen 35.Com Technology Co., Ltd.
Xiamen ZZY.cn Co., Ltd.
Xiamen eName Technology Co., Ltd.
Xiamen Zhong.Top Network Technology Co., Ltd.
Shangzhong Online Technology Co., Ltd.
Shanghai Oray Co., Ltd.
Shanghai Fuhu Information Technology Co., Ltd.
Shanghai CNDNS.com Co., Ltd.
Shanghai Yovole Network Co., Ltd.
Shenzhen Vanguard of Interconnection Co., Ltd.
Shenzhen Webnet.com Technology Co., Ltd.
Shenzhen EIMS Information Technology Co., Ltd.
Sichuan Yuqu Network Technology Co., Ltd.
Tianjin Zhuiri Technology Development Co., Ltd.
Vantage of Convergence (Chengdu) Co., Ltd.
WangJu Brands Management Co., Ltd.
Xi'an Qianxinet Technology Co., Ltd.
Yantai DNSpod Network Technology Co., Ltd.
Yunan Landui Cloud Computing Co., Ltd.
Zhejiang 22net Inc.
Zhengzhou Shanglv Technology Co., Ltd.
Zhengzhou Shijichuanglian E-Technology Co., Ltd.
Grow Force Technology Co., Ltd.
Knet Registrar (Tianjin) Co., Ltd.

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For cooperation needs, please call 010-59116603 (Ms. Hao) / 010-59116606 (Ms. Meng).