

NEWSLETTER

HI-TECH & INNOVATION

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Automated humanoids production line in place

China's first automated humanoid robot production line, capable of producing 10,000+ units annually, has launched in Foshan, Guangdong. The line, a collaboration between Dongfang Precision and Leju Robotics, utilizes over 20 advanced technologies and produces a robot every 30 minutes. In 2025, Foshan's industrial robot output grew by 29.6%, reaching over 46,000 units. (**China Daily**)

China sci-tech spending to rise 10% this year

China will boost its fiscal expenditure on science and technology by 10% in 2026, totaling 426.42 billion yuan (\$62 billion). This marks the fastest growth among major spending categories. The focus is on achieving technological self-reliance, with funding for basic research increasing by 16.3%. China's push in core technologies is aimed at becoming a leader in global innovation. (**China Daily**)

Chinese scientists develop self-protective electrolyte for safer sodium-ion batteries

Chinese researchers developed a polymerizable non-flammable electrolyte (PNE) that solidifies above 150°C, blocking thermal runaway in sodium-ion batteries. The batteries passed needle penetration and 300°C hot-box tests, maintaining high energy density and operating from -40°C to 60°C. Using conventional industrial materials, the technology allows safe, cost-effective large-scale production. (**Xinhua**)

China strengthening science park cooperation with BRI countries

China is expanding science park cooperation with Belt and Road partners under its 2026-30 plan. It has 179 high-tech zones, generating 20.4 trillion yuan (\$2.99 trillion), accounting for 14.5% of GDP in 2025. More than 100 overseas parks have been established across over 30 countries, alongside about 150 incubation facilities, supporting innovation, technology transfer, talent exchange and industrial collaboration. (**China Daily**)

High-five for China's sci-fi on high tides

China's sci-fi industry has expanded into films, games and immersive formats, reaching 126.1 billion yuan (\$18.34 billion) in revenue in 2025, the third year above 100 billion yuan. Games led with 77.91 billion yuan, while films and TV rose 21.6% to 8.16 billion yuan. Despite rapid growth, challenges remain in IP development and market depth, as the sector shifts toward a more mature, diversified ecosystem. (**China Daily**)