

NEWSLETTER
INFORMATION AND COMMUNICATION TECHNOLOGY (ICT)
13 - 19 October 2025



China's superconducting quantum computer ready for commercial use

China's superconducting quantum computer, based on the "Zuchongzhi 3.0" chip series, is now commercially deployed, marking a milestone in quantum tech. Developed by China Telecom Quantum Group and QuantumCTek, it performs random circuit sampling quadrillion times faster than top supercomputers. It will join the "Tianyan" quantum cloud, serving users in over 60 countries with 2 million tasks. (**People's Daily**)

Breakthrough in 2D flash chip achieved

A Fudan University team has developed the world's first full-featured 2D flash chip integrated with silicon-based CMOS technology, a milestone in 2D electronics. The chip supports 8-bit instruction and 32-bit parallel operations, with a 94.3% yield and superior speed to current flash memory. The achievement enables faster, energy-efficient storage solutions, accelerating next-generation information technology. (**China Daily**)

China to unveil over 30 new national, industry standards for cloud computing by 2027

China's Ministry of Industry and Information Technology said the country will formulate more than 30 new national and industry standards for cloud computing by 2027. The guidelines aim to strengthen technologies, services, applications, and safety while aligning domestic and international benchmarks to support industrial upgrades and a robust digital ecosystem. (**Xinhua**)

China develops high-precision analog computing chip

Chinese scientists have developed a high-precision, scalable analog matrix computing chip based on resistive memory, marking a major breakthrough in computing architecture. The chip achieves 24-bit fixed-point precision and delivers 100–1,000 times higher throughput and energy efficiency than top digital processors, offering new computing power solutions for AI and 6G communications in the post-Moore era. (**Guangming Daily**)

CreateAI banks on gaming and animation

Chinese AI firm CreateAI is expanding into gaming and animation, using generative AI to cut production time by up to 90% and enhance creativity. It launched Asia's largest motion capture center and Animon.ai, an anime-focused AI platform. CEO Cheng Lu said AI empowers creators and boosts efficiency, as China's gaming market hit 168 billion yuan in H1 2025, up 14.08% year-on-year. (**China Daily**)