

## NEWSLETTER

### INFORMATION AND COMMUNICATION TECHNOLOGY (ICT)

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#### **China's tech giants jockey for super AI gateways in festival campaign**

China's tech giants are racing to dominate AI gateways during the Chinese New Year, offering Tencent 1-billion-yuan (\$144.05 million) and Alibaba 3-billion-yuan (\$432.15 million) holiday incentives. By 2025, generative AI users reached 515 million, with mobile AI users at 720 million. The campaigns aim to embed AI agents in daily life, automating tasks and creating all-in-one digital assistants. **(China Daily)**

#### **China's smartphone market sees shift in 2025 amid intensified competition**

China's smartphone market saw intensified competition in 2025 as monthly shipments fell but full-year volumes stayed relatively stable. December shipments dropped 29.1% year on year to 24.5 million units, with 5G phones accounting for 90.4%. Full-year shipments totaled 307 million units, down 2.4%. Brands are turning to innovation and gaming-focused ecosystems to spur demand. **(China Daily)**

#### **China issues guidelines to boost low-altitude information and communication capacity**

China has issued new guidelines to strengthen low-altitude information and communication infrastructure, targeting emerging airspace applications. Authorities aim to achieve at least 90% ground mobile network coverage for low-altitude public air routes nationwide by 2027, develop over 10 technical standards, and expand use cases in urban governance, logistics, transport, and cultural tourism, officials said. **(Xinhua)**

#### **Seedance 2.0 signals big shift in AI sector**

ByteDance unveiled Seedance 2.0, an AI video model that generates multi shot films with sound in about 60 seconds, intensifying competition with OpenAI Sora. Experts say the system could cut production costs, disrupt traditional workflows and expand AIGC use across entertainment, advertising and gaming. Investors reacted positively, though concerns persist over deepfakes, data security and unauthorized voice replication. **(China Daily)**

#### **AI collectible toys to buoy consumers**

China's AI collectible toy market is expanding rapidly, driven by interactive products from MarvelLab and rising demand beyond static figurines. Market size reached 24.6 billion yuan (\$3.4 billion) in 2024 and about 29 billion yuan (\$4.0 billion) in 2025, while the broader collectible toy sector hit 76.3 billion yuan (\$11.0 billion) in 2024. Authorities target 100 billion yuan by 2027. **(China Daily)**