

## IX Digital Asset Industry Classification System (“DAICS™”) Definitions

Category	Industry	Sector	Sector definition
Cryptocurrencies (1)	Payment: (110)  <b>Definition</b> Blockchain based money, designed for transactional purposes. This includes daily transactions usage and stablecoins.	Transaction & Payment (11010)	• Cryptocurrencies that are used for store of value, unit of account, medium of exchange
		Stablecoin (11020)	• Cryptocurrencies where price is pegged to a / a basket of reference asset
	Infrastructure: (120)  <b>Definition</b> Bedrock blockchain that facilitates the operation of other decentralised applications. This includes the creation and running of dedicated blockchain platforms, achieving interoperability between networks, increasing the amount or speed of transactions etc.	Application Development Protocol and Smart Contract (12010)	• Layer-1 blockchain network that facilitates DApp creation and smart contract execution and smart contract
		Interoperability (12020)	• Network that increases inter-connectivity and integration of the fragmented cryptocurrency ecosystem
		Scaling & Sharding (12030)	• Networks that increase the ability to cope with the influx of many transactions at a time and blockchain network that can be split into smaller partitions, to improve scalability and process transactions quicker
		Supporting System (12040)	• Networks/sidechains that improve functionality of layer-1 network
	Financial services: (130)  <b>Definition</b> Tokens that provide on-chain asset management services, crypto-exchange	Exchange Tokens (13010)	• Cryptocurrencies that represent the stable coin in the exchange ecosystem and allow users to covert from digital asset on decentralised or centralised system int fiat currencies
		Lending and Borrowing (13020)	• Borrowing and lending crypto assets with interest in return and other secondary financial tools

	services, funding, lending, and other capital markets related services		derived from primary underlying asset, such as crypto futures and options
		Staking (13030)	<ul style="list-style-type: none"> <li>• Crypto assets/protocols that Facilitate the staking of their cryptocurrencies for various blockchain applications</li> </ul>
		Financial Asset Tokenization <sup>(NEW)</sup> (14040)	<ul style="list-style-type: none"> <li>• Cryptocurrencies/protocols that facilitate the issuance and management of tokenized financial assets</li> </ul>
	Tech & Data: (140)  <b>Definition</b> Provision of data management and storage, and development of innovative crypto technology	Storage & Sharing (14010)	<ul style="list-style-type: none"> <li>• Crypto assets/protocols that provide decentralised storage services and/or sharing of data filing and resources.</li> </ul>
		Data Management (14020)	<ul style="list-style-type: none"> <li>• Crypto assets/protocols that Facilitate the indexing and querying of data from blockchain enabling efficient data retrieval and management</li> </ul>
		Artificial Intelligence (14030)	<ul style="list-style-type: none"> <li>• Crypto assets/protocols that Facilitate the use of AI powered apps or projects directly using blockchain platform</li> </ul>
	Media & Entertainment: (150)  <b>Definition</b> Recreational and media services. Including content creation and distribution, advertising through crypto-asset incentive mechanisms, gaming and collectibles	Social Community (15010)	<ul style="list-style-type: none"> <li>• Cryptos that provides mass social community and followers without a close secondary industry sector</li> </ul>
		Streaming (15020)	<ul style="list-style-type: none"> <li>• Crypto assets/protocols that provides rights to access decentralised video-streaming sites</li> </ul>
		Gaming (15030)	<ul style="list-style-type: none"> <li>• Crypto assets/protocols that are used in gaming or gaming supporting industry</li> </ul>
		Metaverse (15040)	<ul style="list-style-type: none"> <li>• Crypto assets/protocols that is commonly used in collective virtual open space, created by the convergence of virtually enhanced physical and digital reality. This includes the use of VR and/or AR and/or 3D.</li> </ul>

XXXX<sup>(NEW)</sup>: means newly added sector as of 1<sup>st</sup> Half 2025 Review

Notes: The industry classification is based on the top 50 cryptocurrencies ranked by their average market capitalization over the 90-day period leading up to 6<sup>th</sup> June 2025, which is set as the cut-off date.

Category	Asset Type	Branch	Sub-branch
Asset backed tokens (2)	Culture: (205)  <b>Definition</b> Real asset relating to sports, art, cultural drama, festive collectibles and design IPs etc.	Art (20510)	This shall be further developed in the future with more digital assets available in the market
		Sports (20520)	
		Festive Collectibles (20530)	
		Design IPs (20540)	
		Drama, and Play IPs (20550)	
	Real Estate: (215)  <b>Definition</b> Assets that mainly derived its valuation from property, real estate, and land.	Commercial Property (21510)	
		Residential Property (21520)	
		Governmental Property (21530)	
		Residential and Commercial Land (21540)	
	Financials: (235)  <b>Definition</b> Real financial asset including listed company shareholdings on regulated centralised exchanges and private company shareholdings; debt instruments; property trusts and derivatives that settled on regulated exchange financial product underlings.	Tokenised Securities (Company securities, ETF) (23510)	
		Tokenised Debts (23520)	
		Tokenised REITs (23530)	
	Entertainment: (255)	Movies (25510)	

	<b>Definition</b> Ownership of the IPs assets in the area of entertainment in real world such as concert, play, shows, circus, musicals, songs, movies, events and programs, and souvenir collectibles that is derived from the above areas.	Songs (25520)	
		Concerts (25530)	
		Gaming <sup>(NEW)</sup> (25540)	
		All other Entertainment Events (25550)	
	Natural Resources: (265)  <b>Definition</b> Natural resources asset that derived directly from sea, sky, atmosphere and underground and can be classified as a commodity with standardisation such as precious metals, agricultural, energy and metals.	Precious Metals (26510)	
		Agricultural (26520)	
		Energy (26530)	
		Metals (26540)	
	Green Economy (275)  <b>Definition</b> Ownership of Projects Asset that falls under the definition of the UN 17SDG <sup>2</sup> s, with over 80% of the income or jobs provided on these 17 initiatives.	No Poverty & Zero Hunger (27510)	Following definition of the United Nations 17 sustainable development goals <sup>2</sup>
		Good Health and Well-Being (27520)	
		Quality Education (27530)	
		Gender Equality (27540)	
		Clean Water and Sanitation/ Affordable And Clean Energy (27550)	
		Decent Work and Economic Growth/ Industry, Innovation, and Infrastructure/ Partnerships for the Goals (27560)	

		Reduced inequalities/ Peace, Justice and Strong Institutions (27570)	
		Sustainable Cities and Communities/ Responsible Consumption and Production (27580)	
		Climate Action (27590)	
		Life Below Water & Life on Land (27500)	

<sup>2</sup> United Nations 17 sustainable development goals covering 1) No Poverty 2) Zero Hunger 3) Good Health and Well-Being 4) Quality Education 5) Gender Equality 6) Clean Water and Sanitation 7) Affordable And Clean Energy 8) Decent Work and Economic Growth 9) Industry, Innovation and Infrastructure 10) Reduced inequalities 11) Sustainable Cities and Communities 12) Responsible Consumption and Production 13) Climate Action 14) Life Below Water 15) Life on Land 16) Peace, Justice and Strong Institutions and 17) Partnerships for the Goals <https://sdgs.un.org/goals>