

## IX Digital Asset Industry Classification System (“DAICS<sup>®</sup>”)

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XXXX<sup>(\*\*\*)</sup> : means revised as of 1<sup>st</sup> Half 2024 Review.

Category	Industry	Sector	Sector definition	
Cryptocurrencies (1)	Payment: (110)	Transaction & Payment (11010)	<ul style="list-style-type: none"> <li>Cryptocurrencies that are used for store of value, unit of account, medium of exchange</li> </ul>	
	<b>Definition</b> Blockchain based money, designed for transactional purposes. This includes daily transactions usage and stablecoins.	Stablecoin (11020)	<ul style="list-style-type: none"> <li>Cryptocurrencies where price is pegged to a / a basket of reference asset</li> </ul>	
	Infrastructure: (120)	Application Development Protocol & Smart Contract (12010)	<ul style="list-style-type: none"> <li>layer-1 blockchain network that facilitates DApp creation and smart contract execution and smart contract</li> </ul>	
	<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.	Interoperability (12020)	<ul style="list-style-type: none"> <li>Network that increases inter-connectivity and integration of the fragmented cryptocurrency ecosystem</li> </ul>	
		Scaling & Sharding (12030)	<ul style="list-style-type: none"> <li>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</li> </ul>	
		Supporting System (12040)	<ul style="list-style-type: none"> <li>Networks/sidechains that improve functionality of layer-1 network</li> </ul>	
	Financial services: (130)	Exchange Tokens (13010)	<ul style="list-style-type: none"> <li>Cryptocurrencies that represent the stable coin in the exchange ecosystem and allow users to convert from digital asset on decentralised or centralised system into fiat currencies</li> </ul>	
	<b>Definition</b> Tokens that provide on-chain asset management services, crypto-exchange services, funding, lending, and other capital markets related services	Lending & Borrowing (13020)	<ul style="list-style-type: none"> <li>Borrowing and lending crypto assets with interest in return and other secondary financial tools derived from primary underlying asset, such as crypto futures and options</li> </ul>	

		Staking (13030)	<ul style="list-style-type: none"> <li>• Holding and “staking” of certain amount of cryptocurrency in a wallet to facilitate network operations</li> </ul>
<p>Tech &amp; Data: (140)</p> <p><b>Definition</b> Provision of data management and storage, and development of innovative crypto technology</p>		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>• Networks/Protocols that facilitate the indexing and querying of data from blockchain(s), enabling efficient data retrieval and management for decentralized applications</li> </ul>
		Artificial Intelligence (14030)	<ul style="list-style-type: none"> <li>• Cryptos/Protocols that facilitate the use of AI powered apps or projects directly using blockchain platform.</li> </ul>
		Social Media & 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>
<p>Media &amp; Entertainment: (150)</p> <p><b>Definition</b> Recreational and media services. Including content creation and distribution, advertising through crypto-asset incentive mechanisms, gaming and collectibles</p>		Streaming (15020)	<ul style="list-style-type: none"> <li>• Cryptos that provides rights to access decentralised video-streaming sites</li> </ul>
		Gaming (15030)	<ul style="list-style-type: none"> <li>• Cryptos which mainly used in gaming or gaming supporting industry</li> </ul>
		Metaverse (15040)	<ul style="list-style-type: none"> <li>• Cryptos 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>

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 (25040)	
		Drama, and Play IPs (25050)	
	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)	
	Technology: (245)  <b>Definition</b> Ownership of an asset based on technology, be it virtual or physical, backed by the operating parties of the platform.	Collections in Metaverse (24510)	
Electronics (24520)			
Applications (24530)			
Entertainment: (255)	Movies		

	<p><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.</p>	<p>(25510) Songs (25520) Concerts (25530) Gaming (25540) All other Entertainment Events (25550)</p>	
	<p>Natural Resources: (265)</p> <p><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.</p>	<p>Precious Metals (26510)  Agricultural (26520)  Energy (26530)  Metals (26540)</p>	
	<p>Green Economy (275)</p> <p><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.</p>	<p>No Poverty &amp; Zero Hunger (27510)  Good Health and Well-Being (27520)  Quality Education (27530)  Gender Equality (27540)  Clean Water and Sanitation/ Affordable And Clean Energy (27550)</p>	<p>Following definition of the United Nations 17 sustainable development goals<sup>2</sup></p>

		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>