

57th Report: Key Data

All figures are as of December 2025. Changes are compared with December 2024.

Internet users. China had 1.125 billion internet users, an increase of 17.17 million over December 2024. Internet penetration reached 80.1%, up 1.5 percentage points.

Mobile internet users. China had 1.121 billion mobile internet users, up 16.42 million over December 2024. Mobile phones were used to access the internet by 99.6% of internet users.

Urban and rural users. China had 314 million rural internet users, accounting for 27.9% of all internet users, and 812 million urban internet users, accounting for 72.1%.

Internet-access devices. Desktop computers, laptops, televisions and tablets were used to access the internet by 32.5%, 31.2%, 23.5% and 31.6% of internet users respectively. Smart-home devices and personal wearable devices were used by 20.8% and 26.9% respectively.

IPv6 addresses. China had 70,215 /32 blocks of IPv6 addresses.

Domain names. China had 32.30 million domain names, including 20.77 million .CN domains.

Social networking. China had 1.114 billion social-network users, up 12.42 million over December 2024, representing 98.9% of all internet users.

Instant messaging. China had 1.094 billion instant-messaging users, up 12.25 million over December 2024, representing 97.2% of all internet users.

Online video. China had 1.093 billion online-video users, up 22.43 million over December 2024, representing 97.1% of all internet users. This included 1.074 billion short-video users (95.4% of internet users) and 664 million micro-drama users (59.0%).

Online shopping. China had 937 million online shoppers, representing 83.2% of all internet users.

Online food delivery. China had 630 million online food-delivery users, up 37.48 million over December 2024, representing 56.0% of all internet users. This share increased by 2.6 percentage points.

Generative artificial intelligence. China had 602 million generative-AI users, up 353 million over December 2024. Penetration among the total population reached 42.8%, up 25.2 percentage points.

Online games. China had 573 million online-game users, up 15.73 million over December 2024, representing 50.9% of all internet users.

Source: CNNIC, The 57th Statistical Report on China's Internet Development, Key Data, PDF pages 9-10 (printed pages 1-2). Unofficial English translation. Figures and rounding are retained as published; totals may differ because of rounding. The original pages contain no charts or external source URLs.