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DAILY CONVERSATIONS IN CHINESE MEDIA

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SOCIAL MEDIA CHATTER IN CHINA

- **Spring Festival box office releases capture online conversations:** Although Spring Festival-related content continued to be popular on Weibo, Tuesday's conversations were dominated by newly arrived films in the box office. The film "Wandering Earth 2" topped the hashtags; #WanderingEarth2BoxOffice (#流浪地球2票房#) received nearly 39 million views with fans expressing their love for the film, discussing its plot and admiring its actors. Another hashtag #WanderingEarth2Lines (#流浪地球2台词#), dedicated to discussing romantic lines from the film, had more than 3 million views.

NEWS IN CHINA

- On the third day of the lunar new year, tourists flocked to popular destinations all around China, taking tourist spots to full capacity. Authorities in places such as [Sichuan](#) and [Huangshan](#) announced that bookings for tourist spots were full. Travel agencies [reported](#) that they were expecting the travel rush from hometowns to workplaces later this week as air and rail travel bookings soared for the period from 26th to 31st January.
- On Tuesday morning, authorities in Dongxiang district of Fuzhou in Jiangxi province issued a [notice](#) stating that free nucleic acid testing will be carried out in the district for the next two days. However, the notice was taken down by Tuesday evening from WeChat, where it had originally been released. The announcement stated that the testing initiative

was to be taken due to a large number of people entering the city on account of the Spring Festival.

- Gaming company Blizzard's servers stopped operations in mainland China on Tuesday. On Monday, Blizzard's Shanghai-based partner company NetEase had issued a farewell letter announcing that Blizzard-created video games including "World of Warcraft", "Hearthstone" and "Diablo III" will no longer be available after Tuesday. NetEase also released an announcement indicating that refund procedures for existing players of the games may begin on 1st February 2023. This ends a 14-year partnership among the two firms, which had built a large user base that reacted to the news on the internet. The firms had first announced the termination of their partnership and Blizzard's national operations in November 2022, after negotiations to renew the contract ending on 23rd January 2023 failed.
- On Monday evening, broadcaster CCTV-1 hosted the first annual Chinese TV drama award ceremony. More than 13 accolades were awarded to various dramas released in 2022 by the Vice Minister of the Propaganda Department of the Central Committee of the Communist Party of China and other officials. The dramas "Left Right" ("亲爱的小孩") and "The Perfect Companion" ("完美伴侣") won 'Excellent TV Series of the Year'.
- Scientists at Zhejiang University recently published a paper explaining the causal link between social status and depression, according to reports. Based on

observations of brain activity in white mice, the study concluded that an individual facing a sudden fall in their social status is highly susceptible to depression. The scientists claim that most causes of depression are social in nature and the study will help define that relationship.

- An earthquake of magnitude 2.1 occurred in Ci County in Handan, Hebei province on Tuesday. Authorities confirmed that the earthquake occurred at 11:38 AM and had a focal depth of 10 kilometres.
- The Chinese Central Meteorological Observatory officially lifted the blue alert about the cold wave in China on Tuesday. However, many places continue to experience severely cold weather. Shanghai has issued a yellow warning for the cold, while Wednesday is expected to be the coldest day in Shanghai since this winter season began.

INDIA WATCH

- China and India are among the world's top markets for the online gaming industry. For the past few years and particularly after the COVID-19 pandemic, engagement with online games has grown significantly. However, China has recently begun to tighten regulations on the gaming industry. Last year, Chinese authorities disqualified all licenses of game developers and later released new ones in September 2022. Many companies now have to limit the gaming time of minors in compliance to the government's rules. In India, on the other hand, a boom on the gaming sector is yet to be complemented by suitable promotion efforts by the government. As
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China's gaming sector grapples with uncertainty, India can tap into its own potential to capture a larger market share.
