

Full Tencent Fiscal Year 2022 overview

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Goals and objectives of the research

Research Objective: To study Tencent's publicly available financial information, determine the company's development strategy, and compile an overview of its annual financial reports.

Research Tasks:

- Find the company's comprehensive financial and corporate information;
- Analyze the gathered information;
- Draw conclusions based on the analyzed data.

Disclaimers

The information collected in this report reflects data from the company's public reports and is not questioned or verified via other sources. In other words, information from the company's public reports is taken and used as is.

If additional information from other sources is used or if the data used is reflective of the researcher's personal opinion, this will be labeled accordingly.

Document markup

- FY - Financial Year;
- YoY - Year-to-Year;
- This report uses the American number format: a period is used as the decimal separator, while commas separate thousands;
- Year-over-year (YoY) calculations of relative values were not performed in cases where last year's profit changed to a loss in the current year and vice versa within the scope of the current report;
- Tencent report period is from January 1, to December 31, 2023;
 - The specified financial year coincides with the calendar year.

Conclusions

General information

Parameter	Tencent
Website	tencent.com
Country (location)	China
Country (issuer)	Hong Kong
Year of foundation	1998
Founders	Pony Ma , Tony Zhang , Xu Chenye, Charles Chen , Zeng Liqing
Sector	Software & Services
Type	Public
Year of IPO	2004
Stock market	HKEX (Stock Exchange of Hong Kong)
Ticker	700

Примечание: Чтобы зайти в реестр необходимо пройти регистрацию cr.gov.hk

Members of the board and Managers

Board Members ¹		
Name	Title	Since
Pony Ma (MA Huateng)	Chairman	1998
Jacobus Petrus (Koos) Bekker	Non-Executive Director	2012
Charles St Leger Searle	Non-Executive Director	2001
Li Dong Sheng	Independent Non-Executive Director	2004
Ian Charles Stone	Independent Non-Executive Director	2004
Yang Siu Shun	Independent Non-Executive Director	2016
Ke Yang	Independent Non-Executive Director	2019
Zhang Xiulan	Independent Non-Executive Director	2022

Management Team ²		
Name	Title	Since
Pony Ma (MA Huateng)	Co-Founder Chairman of the Board and Chief Executive Officer	1998
LAU Chi Ping (Martin Lau)	President	2006
XU Chenye (Daniel Xu)	Co-Founder Chief Information Officer	1998
REN Yuxin (Mark Ren)	Chief Operating Officer President of Interactive Entertainment Group President of Platform & Content Group	2012
ZHANG Xiaolong (Allen Zhang)	Senior Executive Vice President President of Weixin Group	2012
James Mitchell	Chief Strategy Officer Senior Executive Vice President	2011
TONG Taosang (Dowson Tong)	Senior Executive Vice President President of Cloud and Smart Industries Group	2012

¹ [Tencent website, Board Members](#)

² [Tencent website, Management Team](#)

LU Shan	Senior Executive Vice President President of Technology and Engineering Group	2012
David Wallerstein	Chief eXploration Officer Senior Executive Vice President	2000
MA Xiaoyi (Steven Ma)	Senior Vice President	2013
Davis Lin	Senior Vice President	2020
John Lo	Chief Financial Officer Senior Vice President	2008
GUO Kaitian (Leon Guo)	Senior Vice President	2007
XI Dan	Senior Vice President	2002
YEUNG Kwok On (Arthur Yeung)	Senior Management Adviser	2008

Employees

Parameter	Tencent
Number of Employees as of December 31, 2021	112,771 ³
Number of Employees as of December 31, 2022	108,436 ⁴

³ [Tencent Holdings Ltd Annual report 2022, p. 87](#)

⁴ [Tencent Holdings Ltd Annual report 2022, p. 87](#)

Shareholders

Shareholders structure

Ownership Breakdown ⁵		
Owner Type	Number of Shares	Ownership Percentage
Private Companies	189,100	0.002%
Individual Insiders	746,294,456	7.90%
Institutions	2,195,662,679	23.30%
Public Companies	2,488,224,000	26.40%
General Public	3,990,071,039	42.40%
Total Shares	9,420,441,274.00	100%

Total Shares Outstanding:

- 9,568,738,935 (as at December 31, 2022)⁶
- 9,556,322,200 (as at September 14, 2023)⁷

Shareholders Equities

Long/short position in the shares of the Company ⁸			
Name	Long/ short position	Number of Shares	Share Percentage
MIH Internet Holdings B.V.	Long position	2,577,168,400	26.93%
Advance Data Services Limited	Long position	804,859,700	8.41%

Note: Shareholder information is disclosed solely under the China Financial Code or those who were, directly or indirectly, interested in 5% or more of the shares.⁹

⁵ [SimplyWell, Tencent Ownership](#)

⁶ [Tencent Holdings Ltd Annual report 2022, p. 85](#)

⁷ [HKEX, Tencent Holdings](#)

⁸ [Tencent Holdings Ltd Annual report 2022, p. 85](#)

⁹ [Tencent Holdings Ltd Annual report 2022, p. 85](#)

Top 10 Shareholders as at September 15, 2023

Top 10 Shareholders ¹⁰		
Name	Number of Shares	Share of capital Percentage
Prosus N.V.	2,488,224,000	26.04%
Hua Teng Ma	804,859,700	8.42%
The Vanguard Group, Inc.	241,267,885	2.53%
Norges Bank Investment Management	88,385,693	0.92%
E Fund Management Co., Ltd.	79,430,792	0.83%
Capital Research & Management Co. (World Investors)	39,116,014	0.41%
Chi Ping Lau	36,057,037	0.38%
APG Asset Management NV	35,514,014	0.37%
FIL Investment Management (Hong Kong) Ltd.	33,019,362	0.35%
JPMorgan Asset Management (Asia Pacific) Ltd.	31,018,485	0.32%
Total Top 10 Shareholders	3,876,892,982	40.57%

¹⁰ [MarketScreener, Company](#)

Mergers, acquisitions and subsidiaries^{11 12}

Name	Date	Price, mill \$
Leyou	2020	1,500.00
Sumo Group (10%)	2019	-
Sumo Group (100%)	2021	1,270.00
Riot Games (93%)	2011	400.00
Funcom (100%)	2020	148.00
Comsenz	2010	60.00
DNSPod	2011	-
Supercell (51.2%)	2019	40.00
Linktech Navi	2014	9.92
Cloudary	2014	814.00
Joymax Development	2006	-
eLong Inc (16%)	2011	84.40
Kingsoft Corporation Limited (15.68%)	2011	114.59 ¹³
Supercell (84%)	2016	10,200.00
Miniclip	2015	-
Riot Games	2015	350.00
China Music Corp (61.64%)	2016	2,700.00
Grinding Gear Games (80%)	2018	-
Sanook (49.2%)	2010	10.52
Amer Sports	2019	6,400.00
Sharkmob	2019	-
Bitauto	2020	1,100.00
Yixin Group	2019	-

¹¹ [Tracxn, Tencent acquisitions](#)

¹² [Wikipedia, List of most expensive video game acquisitions](#)

¹³ [892 mill HKD exchange to dollar USA by IRS](#)

Visual Arts	2023	-
Techland	2023	-
Tequila Works	2022	-
1C Entertainment	2022	-
Inflexion Games	2022	-
Turtle Rock Studios	2021	-
Wake Up Interactive	2021	44.00
Stunlock Studios	2021	-
Yager	2021	-
Mobalytics	2023	55.00
Klei Entertainment	2021	-
10 Chambers Collective	2020	-
Sogou	2021	3,500.00
VUE	2020	50.00
Baiman	2019	-
iflix	2020	-
Sanook	2016	-
Zam	2012	-
Huya	2020	810.00

Note: This section may not fully represent all the company's transactions, but, within the scope of this current report, presents the maximum amount of information available via open sources.

Company strategy¹⁴

Tencent's strategy is based on the following principles:

- User Focus

The company aims to create products and services that are useful and appealing to users. To achieve this, Tencent conducts extensive user research and surveys and uses data to analyze user behavior.

- Innovation

The company consistently invests in research and development to stay ahead of competitors. Tencent has strong in-house developers and research teams and collaborates with other companies and universities.

- Globalization

The company is expanding its presence in the international market. Tencent has offices in more than 30 countries and offers its products and services to users in more than 180 countries.

- Openness

The company collaborates with other companies and organizations to create new products and services. Tencent is a member of various industry associations and partners with universities and other research institutions.

Tencent has achieved significant success in implementing its strategy. The company is one of the most popular and respected brands in China. Its products and services are used by over 1.2 billion people worldwide. Tencent continues to grow and play a vital role in the development of the Chinese and global internet markets.

¹⁴ [Tencent website](#)

Company structure¹⁵

Tencent has several divisions, each responsible for different areas of activity:

- Online Entertainment

This division is involved in game development and publishing, as well as providing online services such as social networks, video games, and streaming.

- Fintech and Business Services

This division is engaged in providing financial services, including online banking, insurance, and payment services.

- Advertising

This division is responsible for advertising placement on various platforms, including social networks, games, and websites.

- Other Businesses

This division includes various other areas of activity, such as media, education, and healthcare.

Structure	
Video gaming	<ul style="list-style-type: none">• Fatshark• Funcom• Fulcrum Publishing• Grinding Gear Games• Klei Entertainment• Leyou<ul style="list-style-type: none">◦ Athlon Games◦ Digital Extremes◦ Splash Damage• Miniclip• QQ Games• Riot Games<ul style="list-style-type: none">◦ Radiant Entertainment• Sumo Group<ul style="list-style-type: none">◦ Sumo Digital◦ Auroch Digital◦ The Chinese Room• Supercell• Techland• Tencent Games<ul style="list-style-type: none">◦ TiMi Studios• Tequila Works• Turtle Rock Studios

¹⁵ [Wikipedia, Tencent](#)

	<ul style="list-style-type: none"> • Wake Up Interactive <ul style="list-style-type: none"> ◦ Valhalla Game Studios • Visual Arts <ul style="list-style-type: none"> ◦ Key ◦ KineticNovel • WeGame • Yager Development
Services	<ul style="list-style-type: none"> • Foxmail • iflix • JOOX • QQ • QQLive • Qzone • Soso • Sogou • Tencent Maps • Tencent Video • Tencent Weibo • WeBank • WeChat <ul style="list-style-type: none"> ◦ Red envelope • Tencent Animation and Comics • Trovo
Music	<ul style="list-style-type: none"> • Tencent Music • KuGou <ul style="list-style-type: none"> ◦ Ku Music Asian Music Awards • QQ Music <ul style="list-style-type: none"> ◦ QQ Music Awards
Film and television	<ul style="list-style-type: none"> • New Classics Media • Tencent Pictures
Related	<ul style="list-style-type: none"> • 360 v. Tencent • Naspers <ul style="list-style-type: none"> ◦ Prosus

Games

Genres of games

Main game genres¹⁶:

- Sandbox
- Real-time strategy (RTS)
- Shooter:
 - FPS
 - TPS
- Multiplayer online battle arena (MOBA)
- Role-playing:
 - RPG
 - ARPG
 - CRPG
 - MMORPG
 - TRPG
 - Roguelike
 - Roguelite
- Simulation and sports
- Puzzler and party game
- Action-adventure
- Survival and horror
- Platformer

Note: This gaming genre structure, in our view, is the most comprehensive and flexible when specifying the genre of a particular game.

¹⁶ [Hp, Video Game Genres](#)

Gaming structure

Tencent is a publisher, and its subsidiary companies are game developers.

A list of popular gaming franchises associated with Tencent:

Franchise	Games
League of Legends	<ul style="list-style-type: none">• League of Legends• League of Legends Mobile• LOL Esports Manager
PUBG: Battlegrounds	<ul style="list-style-type: none">• PUBG Mobile
Honor of Kings	<ul style="list-style-type: none">• Honor of Kings• Arena of Valor
Call of Duty	<ul style="list-style-type: none">• Call of Duty: Mobile
CrossFire	<ul style="list-style-type: none">• Crossfire
FIFA Online	<ul style="list-style-type: none">• FIFA Online 4
Command & Conquer	<ul style="list-style-type: none">• Red Alert OL

[Tencent Games](#) is Tencent's in-house publisher and consists of 5 divisions:

- Aurora Studios
- [LightSpeed Studios](#)
- [Morefun Studio Group](#)
- NEXt Studios
- [TiMi Studio Group](#)

List of games

Company name	Games
Aurora Studios	<ul style="list-style-type: none">• Nightmare Busters: Rebirth• Nefasto's Misadventure: Meeting Noeroze• Skye: The Misty Isle• Surreal Nightmare
Lightspeed & Quantum Studios	<ul style="list-style-type: none">• PUBG Mobile• Game for Peace• Chiến Dịch Huyền Thoại• Syn
Morefun Studio Group	<ul style="list-style-type: none">• Hitori No Shita: The Outcast• Arena Breakout
NEXt Studios	<ul style="list-style-type: none">• Crown Trick

	<ul style="list-style-type: none"> • Bladed fury • Iris.Fall • Death Coming
TiMi Studio Group	<ul style="list-style-type: none"> • QQ Three Kingdoms • QQ Speed (GKART / Speed Drifters) • The Legend of Dragon • The King of Dazzling Fighters / King of Combat • Assault Fire • Age of Gunslingers • We Match • We Run • We Fight • We Drift • Let's Catch Demons Together! / Let's Hunt Monsters • Eliminator Alliance • Fantasy Fighters • Crossfire Legends • Honor of Kings • Arena of Valor • King of Chaos • QQ Speed: Mobile / Garena Speed Drifters • The Legend of Dragon: Mobile • PlayerUnknown's Battlegrounds: Army Attack • The King of Fighters: Destiny • Contra Returns • Battle Through The Heavens • Saint Seiya: Awakening • Call of Duty: Mobile • Pokémon Unite • Age of Empires: Return to Empire • Metal Slug Code: J (TBA) • Honor of Kings: World (TBA) • Untitled Monster Hunter game (TBA)

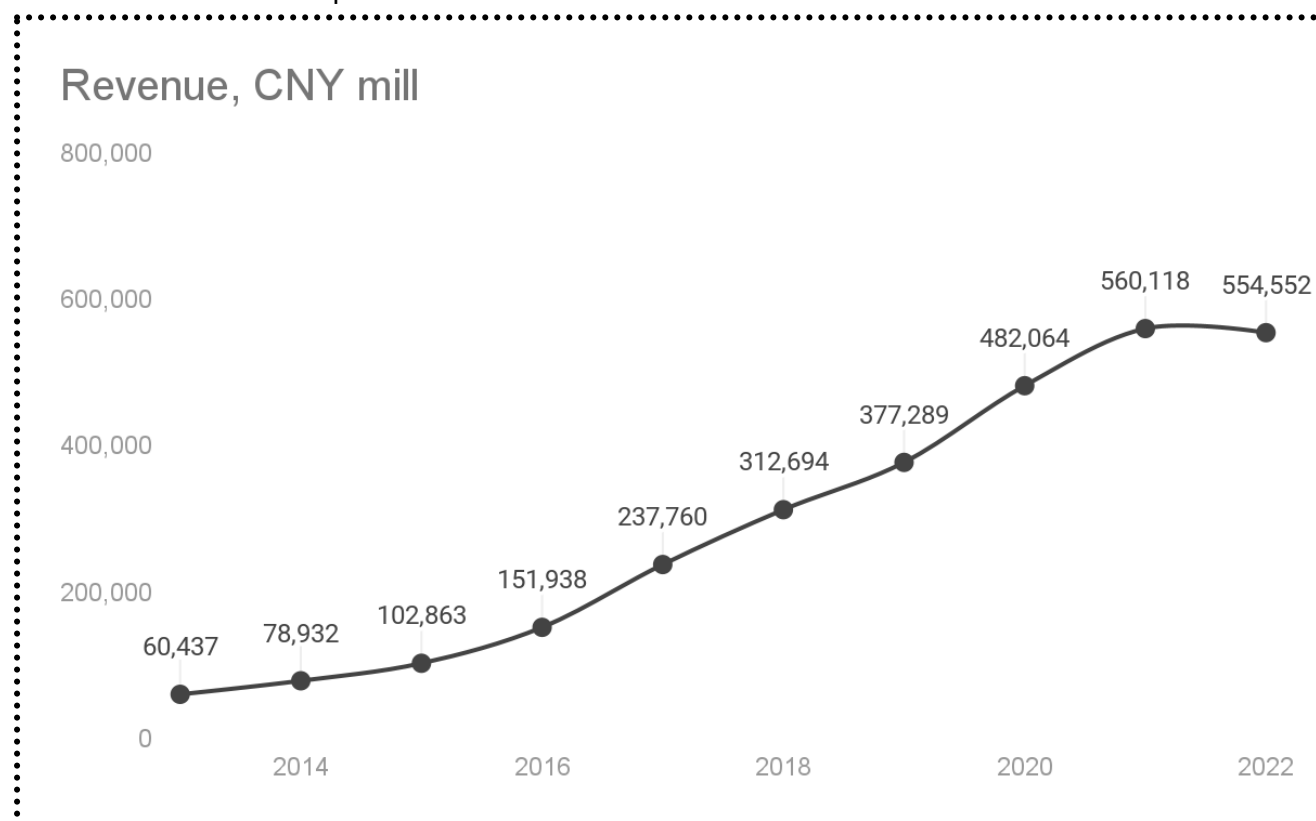
Tencent Holdings holds a controlling stake in other game development studios, the list of which can be found in the [Company Structure](#) section. In 2021, Tencent Games officially launched a new international brand called [Level Infinite](#). The brand's lineup includes games from studios under Tencent's control as well as from other studios that independently publish their own games.

Note: Detailed information about all of Tencent's games and its subsidiaries goes beyond the scope of this report and will be included in its extended version.

Financial Statements for 2022 Fiscal Year Revenue Retrospective

Revenue Retrospective

Tencent Revenue Retrospective for 2013-2022^{17 18 19 20 21 22}



¹⁷ [Tencent Holdings Ltd Annual report 2022, p. 131](#)

¹⁸ [Tencent Holdings Ltd Annual report 2021, p. 169](#)

¹⁹ [Tencent Holdings Ltd Annual report 2019, p. 136](#)

²⁰ [Tencent Holdings Ltd Annual report 2017, p. 121](#)

²¹ [Tencent Holdings Ltd Annual report 2015, p. 86](#)

²² [Tencent Holdings Ltd Annual report 2013, p. 77](#)

Sales per Business

Net Revenue Structure^{23 24}

Parameter/Revenue, mill CNY	2022	YoY, %	2021	YoY, %	2020
Value-added Services	287,565	-1.37%	291,572	10.36%	264,212
Online Advertising	82,729	-6.70%	88,666	7.77%	82,271
FinTech and Business Services	177,064	2.83%	172,195	34.44%	128,086
Others	7,194	-6.39%	7,685	2.54%	7,495
Total Consolidated Net Revenue	554,552	-0.99%	560,118	16.19%	482,064

Gross Profit Structure^{25 26}

Parameter/Gross profit, mill CNY	2022	YoY, %	2021	YoY, %	2020
Value-added Services	145,647	-4.77%	152,936	7.00%	142,925
Online Advertising	35,009	-13.76%	40,594	-3.94%	42,260
FinTech and Business Services	58,374	13.58%	51,396	41.78%	36,251
Others	(284)	-	1,018	960.42%	96
Total Consolidated Gross profit	238,746	-2.93%	245,944	11.02%	221,532

Net Revenue Structure Percentages

Name	2022, %	2021, %	2020, %
Value-added Services	51.86%	52.06%	54.81%
FinTech and Business Services	31.93%	30.74%	26.57%
Online Advertising	14.92%	15.83%	17.07%
Others	1.30%	1.37%	1.55%

²³ [Tencent Holdings Ltd Annual report 2022, p. 131](#)

²⁴ [Tencent Holdings Ltd Annual report 2021, p. 169](#)

²⁵ [Tencent Holdings Ltd Annual report 2022, p. 194](#)

²⁶ [Tencent Holdings Ltd Annual report 2021, p. 233](#)

Sales from Contracts with Customers

Net Revenue from Contracts with Customers^{27 28}

Parameter/Revenue, mill CNY	2022	YoY, %	2021	YoY, %	2020
Value-added Services	287,565	-1.37%	291,572	10.36%	264,212
• Games	170,715	-2.06%	174,314	11.67%	156,101
• Social networks	116,850	-0.35%	117,258	8.46%	108,111
Online Advertising	82,729	-6.70%	88,666	7.77%	82,271
• Social and others advertising	72,020	-4.42%	75,349	10.84%	67,979
• Media advertising	10,709	-19.58%	13,317	-6.82%	14,292
FinTech and Business Services	177,064	2.83%	172,195	34.44%	128,086
Others	7,194	-6.39%	7,685	2.54%	7,495
Total Consolidated Net Revenues	554,552	-0.99%	560,118	16.19%	482,064

Net Revenue from Contracts with Customers Percentage

Name	2022, %	2021, %	2020, %
Value-added Services	51.86%	52.06%	54.81%
• Games	30.78%	31.12%	32.38%
• Social networks	21.07%	20.93%	22.43%
Online Advertising	14.92%	15.83%	17.07%
• Social and others advertising	12.99%	13.45%	14.10%
• Media advertising	1.93%	2.38%	2.96%
FinTech and Business Services	31.93%	30.74%	26.57%
Others	1.30%	1.37%	1.55%

²⁷ [Tencent Holdings Ltd Annual report 2022, p. 196](#)

²⁸ [Tencent Holdings Ltd Annual report 2021, p. 235](#)

Sales per region

Sales by Region^{29 30}

Parameter/Revenue, mill CNY	2022	YoY, %	2021	YoY, %	2020
The Mainland of China	502,534	-2.17%	513,688	14.62%	448,165
Others	52,018	12.04%	46,430	36.97%	33,899
Total consolidated net revenues	554,552	-0.99%	560,118	16.19%	482,064

Sales by Region Percentages

Parameter	2022, %	2021, %	2020, %
The Mainland of China	90.62%	91.71%	92.97%
Others	9.38%	8.29%	7.03%

Geographical Information on Total Assets^{31 32}

Parameter/Revenue, mill CNY	2022	YoY, %	2021	YoY, %	2020
Operating assets					
The Mainland of China	482,401	-1.63%	490,415	22.58%	400,062
Others	275,755	13.34%	243,296	0.34%	242,477
Investments					
The Mainland of China and Hong Kong	560,835	3.88%	539,900	29.88%	415,685
North America	91,636	-38.27%	148,455	4.64%	141,876
Asia excluding the Mainland of China and Hong Kong	105,891	2.42%	103,386	67.04%	61,894
Europe	45,835	-27.38%	63,117	9.29%	57,750
Others	15,778	-33.69%	23,795	73.93%	13,681
Total Assets	1,578,131	-2.12%	1,612,364	20.92%	1,333,425

²⁹ [Tencent Holdings Ltd Annual report 2022, p. 195](#)

³⁰ [Tencent Holdings Ltd Annual report 2021, p. 234](#)

³¹ [Tencent Holdings Ltd Annual report 2022, p. 195](#)

³² [Tencent Holdings Ltd Annual report 2021, p. 234](#)

Dividend information^{33 34 35 36}

Parameter	2022	YoY, %	2021	YoY, %	2020
Per share, HKD	1.60	0%	1.60	-33.33%	2.40
EPS Basic, CNY	19.757	-16.27%	23.597	40.09%	16.844
EPS Diluted, CNY	19.341	-16.50%	23.164	40.19%	16.523

Balance Sheet^{37 38}

Parameter	2022	YoY, %	2021	YoY, %	2020
Assets					
Total Current Assets, mill CNY	565,989	16.74%	484,812	52.63%	317,647
Total Long-Term Assets, mill CNY	1,012,142	-10.24%	1,127,552	11.00%	1,015,778
Total Assets, mill CNY	1,578,131	-2.12%	1,612,364	20.92%	1,333,425
Liabilities					
Total Current Liabilities, mill CNY	434,204	7.72%	403,098	49.81%	269,079
Total Long-Term Liabilities, mill CNY	361,067	8.57%	332,573	16.16%	286,303
Total Liabilities, mill CNY	795,271	8.10%	735,671	32.46%	555,382
Total Equity, mill CNY	782,860	-10.70%	876,693	12.68%	778,043

³³ [Tencent Holdings Ltd Annual report 2022, p. 8](#)

³⁴ [Tencent Holdings Ltd Annual report 2021, p. 8](#)

³⁵ [Tencent Holdings Ltd Annual report 2022, p. 131](#)

³⁶ [Tencent Holdings Ltd Annual report 2021, p. 169](#)

³⁷ [Tencent Holdings Ltd Annual report 2022, p. 133-135](#)

³⁸ [Tencent Holdings Ltd Annual report 2021, p. 171-173](#)

Income Statement^{39 40}

Parameter	2022	YoY, %	2021	YoY, %	2020
Revenue, mill CNY	554,552	-0.99%	560,118	16.19%	482,064
Gross Profit, mill CNY	238,746	-2.93%	245,944	11.02%	221,532
Operating profit, mill CNY	235,706	-13.22%	271,620	47.43%	184,237
Net Income, mill CNY	188,243	-16.27%	224,822	40.65%	159,847

Cashflow Statement^{41 42}

Parameter	2022	YoY, %	2021	YoY, %	2020
Cash flows from operating activities, mill CNY	146,091	-16.61%	175,186	-9.75%	194,119
Cash flows from investing activities, mill CNY	(104,871)	-41.26%	(178,549)	-1.87%	(181,955)
Cash flows from financing activities, mill CNY	(59,953)	-	21,620	58.42%	13,647

³⁹ [Tencent Holdings Ltd Annual report 2022, p. 131](#)

⁴⁰ [Tencent Holdings Ltd Annual report 2021, p. 169](#)

⁴¹ [Tencent Holdings Ltd Annual report 2022, p. 140-141](#)

⁴² [Tencent Holdings Ltd Annual report 2021, p. 178-179](#)

Criticism⁴³

On July 24, 2021, the State Administration for Market Regulation ("SAMR") imposed a fine of CNY 500,000 on Tencent for not notifying its acquisition of China Music Corporation ("CMC") in July 2016. The court ordered Tencent to restore competition in the online music broadcasting platform market by, among other things, abandoning exclusive licensing agreements for music copyright, and discontinuing high advances for copyright licences.⁴⁴

- Political Restrictions

Tencent has been accused of cooperating with the Chinese government to restrict freedom of speech and expression on the internet. In 2018, Tencent was accused of collaborating with the Chinese government to block access to the BBC News website. The blockage was imposed after BBC News published a series of articles critical of the Chinese government. In 2019, Tencent was accused of assisting the government in blocking access to messaging apps considered politically sensitive. The blockade was imposed after these apps were used to organize protests against the government.

- Advertising Intrusion

Tencent has also faced criticism for bombarding its users with excessive advertising. The company has been accused of using aggressive methods to display ads that can be intrusive and annoying to users. In 2017, Tencent was accused of using tracking technology to monitor user behavior online. The company was also accused of using this information to deliver targeted ads to users.

- Gaming Addiction

In 2018, Tencent was accused of contributing to gaming addiction among children and teenagers. The company was accused of designing its games to lure children and teenagers and keep them engaged in games for extended periods.

- Illegal Activities

Tencent has also faced allegations of illegal activities, such as the illegal transfer of users' personal data and copyright infringement. In 2019, Tencent was accused of illegally transferring users' personal data to the Chinese government. The company was also accused of violating copyrights by copying content without the permission of copyright holders.

- Restrictions by the Cyberspace Administration of China ([CAC](#))

In 2019 and 2021, CAC enacted laws limiting the amount of time underage users can spend playing games on their mobile devices. In 2023, CAC also released new draft rules aimed at preventing minors from becoming addicted to their phones. The rules aim to create a healthy online

⁴³ [SVG, THE SHADY SIDE OF TENCENT](#)

⁴⁴ [Fangda Partners, SAMP выдвигает беспрецедентные условия в связи с отказом уведомить о решении, связанном с приобретением Tencent Китайской музыкальной корпорации](#)

environment for minors by expanding the scope of supervision to include smart terminals and app stores.⁴⁵ These restrictions imposed by Chinese regulators have had a negative impact on Tencent's revenues.⁴⁶

Despite the criticism, Tencent remains one of the most successful companies in the world. The company continues to grow and expand, playing a significant role in the development of both the Chinese and global Internet markets.

⁴⁵ [Technode, China proposes limiting kids' mobile device screen time in new draft regulations on protecting minors online](#)

⁴⁶ [Bloomberg, China to Curb Kids' Mobile Use in Blow to Tencent, ByteDance](#)

Analyst's opinion

The company is one of the world's largest internet giants, with a wide range of business activities spanning social media, gaming, e-commerce, online advertising, fintech, and more.

Over the past 10 years, the company's revenue has been rapidly increasing, with Tencent continually acquiring various gaming studios and media companies, expanding its presence in the global market.

The company does not publicly disclose information about its shareholders, providing only minimal information as required by law.

Tencent has several divisions, each responsible for different areas of business:

- Online Entertainment
- Fintech and Business Services
- Advertising
- Other Businesses

This division includes various other areas of activity, such as media, education, and healthcare.

Tencent has faced criticism for various aspects of its business:

- Dependence on gaming
- Aggressive advertising practices
- Monopolistic position

Despite the criticism, Tencent remains one of the largest and most successful technology companies in the world. The company continues to grow and play a significant role in the development of both the Chinese and global Internet markets.

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