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**NATIONAL STANDARD OF THE
PEOPLE'S REPUBLIC OF CHINA**

GB/T 32844-2025

Replacing GB/T 32844-2016

Classification and code for science popularization resource

科普资源分类与代码

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Foreword

This document is in accordance with the provisions of GB/T 1.1-2020 "Guidelines for standardization work Part 1: Structure and drafting rules for standardization documents" Drafting.

This document replaces GB/T 32844-2016 "Classification and Code of Science Popularization Resources". Compared with GB/T 32844-2016, in addition to the structural adjustment Besides the editorial changes, the main technical changes are as follows.

- Deleted the term "popular science" (see 2.1 of the 2016 edition);
- Changed the requirements for content elements (see 4.1, 3.1 of the 2016 edition);
- Deleted "uniqueness" in the classification principle (see 4.2 of the 2016 edition);
- Changed the coding method (see 6.2, 5.2 of the 2016 edition);
- Added application method (see 6.3);
- Changed the content classification code of popular science resources (see Table 1, Table 1 of the 2016 edition);
- Added other content categories (see 7.2);
- Changed the form classification code of popular science resources (see 7.3, 6.2 of the

2016 edition).

Please note that some of the contents of this document may involve patents. The issuing organization of this document does not assume the responsibility for identifying patents.

This document was proposed by the China Association for Science and Technology.

This document is under the jurisdiction of the National Technical Committee for Standardization of Science Popularization Services (SAC/TC568).

This document was drafted by: China National Institute of Standardization, China Science and Technology Museum, China Science Popularization Research Institute, Computer Network Information Center of the Chinese Academy of Sciences Information Center, Institute of Quantitative and Technical Economics, Chinese Academy of Social Sciences, National Space Science Center, Beijing International Studies University college.

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This document was first published in 2016 and this is the first revision.

Introduction

Science popularization resources are an important foundation for realizing science popularization service capabilities. The concept of science popularization resources can be divided into broad and narrow meanings.

Including various resources such as people, money, and materials in science popularization activities; in a narrow sense, science popularization resources include physical objects such as infrastructure and science popularization products in science popularization activities.

The science popularization resources in this document include physical science popularization resources and digital science popularization resources.

The classification and coding of science popularization resources are important means and tools for the informatization of science popularization resources.

Management, retrieval and identification are the foundation of the development of science popularization information system. Different application purposes and different division dimensions will produce different classifications.

This document is mainly oriented to information management, and classifies popular science resources from two aspects. content and form.

The popular science resource categories in this document cannot cover other categories.

Due to the development of science and technology, popular science resources are constantly evolving in terms of content and form.

With the development of popular science resources, some new contents and new forms have been incorporated into this book.

For the revised version of the document, please see Appendix B for the specific changes.

1 Scope

This document establishes the classification principles of science popularization resources, stipulates the basic element requirements, describes the classification, coding and application methods, and gives Code table.

This document applies to the information collection, classification, storage, management, sharing and exchange of popular science resources.

2 Normative references

This document has no normative references.

3 Terms and Definitions

The following terms and definitions apply to this document.

3.1 resource

Physical and digital resources used to popularize scientific and technological knowledge, advocate scientific methods, disseminate scientific ideas, and promote the scientific spirit.

Note. The science popularization resources in this document include science popularization works in physical and digital forms, but do not include science popularization human resources, science popularization financial resources and science popularization facilities.

3.2 classification

Distinguish classification objects according to selected attributes (or features), and group classification objects with certain common attributes (or features) together. process.

[Source. GB/T 10113-2003, 2.1.2]

3.3 code

A character or group of characters that represents a specific thing or concept.

NOTE These characters include Arabic numerals, Latin letters or other symbols that are easily recognized and processed by humans and machines.

[Source. GB/T 10113-2003, 2.2.5]

4.1 Content elements

Popular science resources should have clear scientific and technological connotations, and the scientific information they convey should be accurate, non-misleading, and able to reflect scientific and technological knowledge, Scientific methods, scientific thinking, and scientific spirit.

4.2 Elements of Creation and Dissemination

Popular science resources should be appropriately transformed and processed to make them popular and interesting. More acceptable.