

## Objects

## Spaces

## Services

Human Body

A-1. Wearable Products and Accompaniments  
A-3. Sporting Goods

A-2. Health, Personal Care, and Living Assistance Products  
A-4. Hobby and Personal Interest Products

A-5. Personal Vehicles

A-6. Personal Service Systems



U 01



Living

B-1. Sundries and Household Goods  
B-2. Product Packaging  
B-3. Tableware and Cookware  
B-4. Home Appliances

B-5. Home Furnisings and Interior Design  
B-6. Residential Facilities

B-7. Automobiles and Auto Accessories

B-8. Single Dwelling Homes, Multiple Dwelling Units

B-9. Home Service Systems



U 02



U 03



U 08



Work

C-1. Industrial and Civil Engineering Equipment

C-2. Office Equipment  
C-3. Equipment for Selling and Displaying

C-4. Vehicles for Industry, Transporting, and Civil Engineering

C-5. Office, Retail, and Production Facilities

C-6. Service Systems for Industry and Business



U 04



U 05



U 09



Society

D-1. Medical Equipment  
D-3. Educational Equipment

D-2. Welfare Equipment  
D-4. Public Equipment and Facilities

D-5. Public Transit Vehicles

D-6. Public, Cultural, and Educational Facilities  
D-7. Civil Engineering and Environmental Projects  
D-8. City Planning and Community Development

D-9. Public Service Systems



U 06



U 07



U 10



U 11

## Tangible

## Intangible

Network

E-1. Mobile Telephones and Mobile Communication Terminals  
E-5. Residential Telecom Equipment  
E-9. Business and Public Sector Telecom Equipment

E-2. Personal Computers and Peripherals  
E-6. Home Computers and Peripherals  
E-10. Business and Public Sector Computers, Peripherals

E-3. Personal Audiovisual Equipment  
E-7. Home Entertainment Equipment  
E-11. Business and Public Sector Audiovisual Equipment

E-4. Personal Computer Software  
E-8. Home Computer Software  
E-12. Business and Public Sector Computer Software

E-13. Media  
E-14. Digital Content  
E-15. Advertising and Promotion  
E-16. Publicity



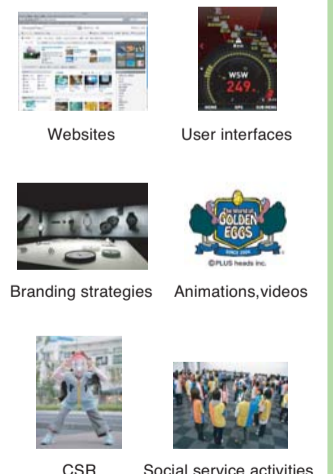
U 12



U 13



U 14



U 15