

Global News/Business Website Content Management System Taxonomy

1. CONTENT TYPES TAXONOMY

Primary Content Categories

News Content

- └─ Hard News
 - | └─ Breaking News
 - | └─ Urgent Events
 - | └─ Immediate Reporting
- └─ Soft News
 - | └─ Human Interest
 - | └─ Lifestyle Features
 - | └─ Entertainment-oriented Content
- └─ Investigative Reporting
 - | └─ Corruption Exposés
 - | └─ In-depth Research
 - | └─ Wrongdoing Analysis
- └─ Feature Articles
 - | └─ Long-form Narratives
 - | └─ Profile Pieces
 - | └─ Storytelling Content
- └─ Analysis & Commentary
 - └─ Expert Interpretation
 - └─ Context Pieces
 - └─ Trend Analysis

Editorial Content Types

Editorial Content

- └─ Opinion Pieces
- | └─ Staff Editorials
- | └─ Guest Opinions
- | └─ Columnists
- └─ Commentary
 - | └─ Political Commentary
 - | └─ Economic Analysis
 - | └─ Social Issues
- └─ Columns
 - | └─ Regular Contributors
 - | └─ Weekly Columns
 - | └─ Specialized Topics
- └─ Letters to Editor
 - └─ Reader Responses
 - └─ Expert Letters
 - └─ Community Voices

Business-Specific Content

Business Content

- └─ Market Reports
- | └─ Real-time Financial Data
- | └─ Trading Information
- | └─ Market Analysis
- └─ Earnings Coverage
 - | └─ Quarterly Results

- | | └─ Annual Reports
- | | └─ Financial Performance
- | | └─ Economic Analysis
- | | └─ Macro-economic Trends
- | | └─ Policy Impact
- | | └─ Market Forecasts
- | | └─ Industry Reports
- | | └─ Sector Analysis
- | | └─ Competitive Landscape
- | | └─ Market Research
- | | └─ Executive Profiles
- | | └─ CEO Interviews
- | | └─ Leadership Changes
- | | └─ Executive Moves
- | └─ Company News
 - | └─ Corporate Announcements
 - | └─ Mergers & Acquisitions
 - | └─ Product Launches

Multimedia Content Types

Multimedia

- | | └─ Video Content
- | | └─ News Segments
- | | └─ Interview Videos
- | | └─ Documentaries
- | | └─ Live Streams

- | | └─ Explainer Videos
- | └─ Event Coverage
- └─ Audio Content
- | | └─ Podcasts
- | | | └─ News Podcasts
- | | | └─ Interview Podcasts
- | | └─ Analysis Podcasts
- | └─ Audio Reports
- | └─ Interview Audio
- | └─ Live Audio Updates
- └─ Visual Content
- | | └─ Photography
- | | | └─ News Photos
- | | | └─ Event Coverage
- | | └─ Portrait Photography
- | └─ Infographics
- | └─ Charts & Graphs
- | └─ Interactive Maps
- | └─ Photo Essays
- └─ Interactive Content
- └─ Live Blogs
- └─ Interactive Tools
- └─ Calculators & Widgets
- └─ Scrollytelling

Digital-Native Formats

Digital Content

- └─ Social Media Content
 - | └─ Platform-optimized Posts
 - | └─ Stories
 - | └─ Live Updates
- └─ Newsletter Content
 - | └─ Daily Briefings
 - | └─ Weekly Roundups
 - | └─ Specialized Newsletters
- └─ Mobile-Specific
 - | └─ AMP Stories
 - | └─ Mobile Notifications
 - | └─ App-exclusive Content
- └─ Emerging Formats
 - └─ AI-Generated Content
 - └─ VR/AR Experiences
 - └─ Interactive Data Visualizations

2. GEOGRAPHIC COVERAGE TAXONOMY

Global Structure (World Bank 7-Region System)

Geographic Coverage

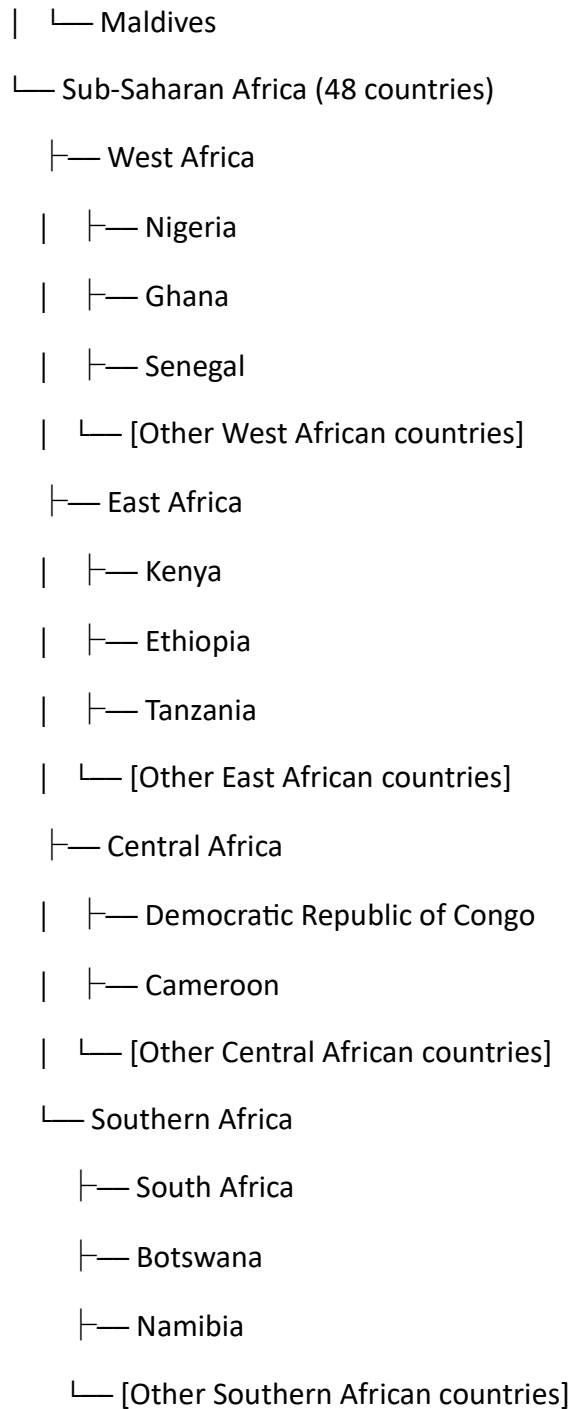
- └─ Global
- └─ East Asia and Pacific (38 countries)
 - | └─ Northeast Asia
 - | | └─ China
 - | | └─ Japan

- | | └— South Korea
- | | └— Mongolia
- | └— Southeast Asia (ASEAN)
 - | | └— Indonesia
 - | | └— Thailand
 - | | └— Singapore
 - | | └— Philippines
 - | | └— Malaysia
 - | | └— Vietnam
 - | | └— Myanmar
 - | | └— Cambodia
 - | | └— Laos
 - | | └— Brunei
- | └— Oceania
 - | | └— Australia
 - | | └— New Zealand
 - | | └— Papua New Guinea
 - | | └— Pacific Islands
- | └— Other East Asia Pacific
- └— Europe and Central Asia (58 countries)
 - | └— Western Europe
 - | | └— European Union (27 members)
 - | | | └— Germany
 - | | | └— France
 - | | | └— Italy

- | | | └─ Spain
- | | | └─ [All other EU members]
- | | └─ United Kingdom
- | | └─ Switzerland
- | | └─ Norway
- | └─ Eastern Europe
- | | └─ Russia
- | | └─ Ukraine
- | | └─ Belarus
- | | └─ Moldova
- | └─ Balkans
- | | └─ Serbia
- | | └─ Bosnia and Herzegovina
- | | └─ North Macedonia
- | | └─ Albania
- | └─ Central Asia
- | | └─ Kazakhstan
- | | └─ Uzbekistan
- | | └─ Turkmenistan
- | | └─ Tajikistan
- | | └─ Kyrgyzstan
- └─ Latin America and Caribbean (42 countries)
- | └─ South America
- | | └─ Brazil
- | | └─ Argentina

- | | └─ Chile
- | | └─ Peru
- | | └─ Colombia
- | | └─ Venezuela
- | | └─ [Other South American countries]
- | └─ Central America
- | | └─ Mexico
- | | └─ Guatemala
- | | └─ Costa Rica
- | | └─ [Other Central American countries]
- | └─ Caribbean
- | | └─ Cuba
- | | └─ Jamaica
- | | └─ Dominican Republic
- | | └─ [Other Caribbean nations]
- └─ Middle East, North Africa, Afghanistan and Pakistan (23 countries)
- | └─ Gulf Cooperation Council (GCC)
- | | └─ Saudi Arabia
- | | └─ UAE
- | | └─ Qatar
- | | └─ Kuwait
- | | └─ Bahrain
- | | └─ Oman
- | └─ Middle East
- | | └─ Israel

- | | └─ Iran
- | | └─ Iraq
- | | └─ Jordan
- | | └─ Lebanon
- | | └─ Syria
- | └─ North Africa
- | | └─ Egypt
- | | └─ Libya
- | | └─ Tunisia
- | | └─ Algeria
- | | └─ Morocco
- | └─ Extended Region
- | | └─ Afghanistan
- | | └─ Pakistan
- | └─ Turkey
- └─ North America (3 countries)
- | └─ United States
- | └─ Canada
- | └─ Bermuda
- └─ South Asia (6 countries)
- | └─ India
- | └─ Bangladesh
- | └─ Sri Lanka
- | └─ Nepal
- | └─ Bhutan



3. DEMOGRAPHIC CATEGORIES TAXONOMY

Generational Classifications

Age Demographics

- └─ Generation Beta (Gen Beta)

- | └— Birth Years: 2025-2039
- | └— Current Age: 0 years (2025)
- | └— Characteristics: AI natives, smart home natives
- └— Generation Alpha (Gen Alpha)
- | └— Birth Years: 2013-2025
- | └— Current Age: 0-15 years
- | └— Characteristics: iPad kids, fully digital natives
- └— Generation Z (Gen Z)
- | └— Birth Years: 1997-2012
- | └— Current Age: 13-28 years
- | └— Characteristics: Social media natives, mobile-first
- └— Millennials (Generation Y)
- | └— Birth Years: 1981-1996
- | └— Current Age: 29-44 years
- | └— Characteristics: Digital adaptation, economic challenges
- └— Generation X (Gen X)
- | └— Birth Years: 1965-1980
- | └— Current Age: 45-60 years
- | └— Characteristics: Work-life balance, independence
- └— Baby Boomers
- | └— Birth Years: 1946-1964
- | └— Current Age: 61-79 years
- | └— Boomers I: 1946-1954
- | └— Boomers II/Generation Jones: 1955-1964
- └— Silent Generation

└— Birth Years: 1928-1945

└— Current Age: 80-97 years

└— Characteristics: Pragmatic, cautious

Gender Categories (Inclusive Framework)

Gender Identity

└— Male

└— Female

└— Non-binary

└— Transgender

└— Genderqueer

└— Genderfluid

└— Agender

└— Demigender

└— Two-Spirit

└— Gender non-conforming

└— Questioning

└— Prefer to self-describe

└— Prefer not to answer

Professional Hierarchy

Professional Positions

└— Board Level

| └— Chairman/Chair of the Board

| └— Vice Chairman/Vice Chair

| └— Lead Independent Director

| └— Board Members/Directors

- | |— Independent Directors
- | |— Committee Chairs
- |— C-Suite Executives
- | |— Traditional C-Suite
- | | |— CEO (Chief Executive Officer)
- | | |— CFO (Chief Financial Officer)
- | | |— COO (Chief Operating Officer)
- | | |— CMO (Chief Marketing Officer)
- | | |— CTO (Chief Technology Officer)
- | | |— CIO (Chief Information Officer)
- | | |— CHRO (Chief Human Resources Officer)
- | |— Modern C-Suite Roles
- | | |— CDO (Chief Data Officer)
- | | |— CDO (Chief Digital Officer)
- | | |— CDO (Chief Diversity Officer)
- | | |— CXO (Chief Experience Officer)
- | | |— CISO (Chief Information Security Officer)
- | | |— CPO (Chief Product Officer)
- | | |— CCO (Chief Compliance Officer)
- | | |— CSO (Chief Strategy Officer)
- | | |— CRO (Chief Revenue Officer)
- | | |— CLO (Chief Legal Officer)
- | | |— CINO (Chief Innovation Officer)
- | | |— CSO (Chief Sustainability Officer)
- | | |— CAO (Chief Analytics Officer)

- | └─ CGO (Chief Growth Officer)
- | └─ Senior Executive Level
- | └─ Executive Vice President (EVP)
- | └─ Senior Vice President (SVP)
- | └─ Vice President (VP)
- | └─ Director Level
- | └─ Senior Director
- | └─ Director
- | └─ Associate Director
- | └─ Management Level
- | └─ Senior Manager
- | └─ Manager
- | └─ Assistant Manager
- | └─ Professional Level
- | └─ Senior Professional/Specialist
- | └─ Mid-Level Professional
- | └─ Entry-Level/Junior Professional
- └─ Entrepreneurship Titles
 - └─ Founder
 - └─ Co-Founder
 - └─ Founder & CEO
 - └─ Managing Founder
 - └─ Managing Director
 - └─ Managing Partner
 - └─ Managing Member

4. INDUSTRY CATEGORIES TAXONOMY

Primary Industry Classification (NAICS-Based)

Industries

- └─ Technology & Digital
 - | └─ Software & Services
 - | | └─ Software as a Service (SaaS)
 - | | └─ Cloud Computing
 - | | └─ Cybersecurity
 - | | └─ AI & Machine Learning
 - | └─ Hardware & Equipment
 - | | └─ Semiconductors
 - | | └─ Consumer Electronics
 - | | └─ Telecommunications Equipment
 - | └─ Internet & Digital Media
 - | | └─ Social Media Platforms
 - | | └─ E-commerce
 - | | └─ Digital Content Creation
 - | └─ Fintech
 - | | └─ Digital Banking
 - | | └─ Payment Processing
 - | | └─ Cryptocurrency Exchanges
 - | | └─ Robo-Advisors
 - | └─ Web3 & Blockchain
 - | | └─ Decentralized Finance (DeFi)
 - | | └─ Non-Fungible Tokens (NFTs)

- | └─ Cryptocurrency & Digital Assets
- | └─ Decentralized Autonomous Organizations (DAOs)
- | └─ Smart Contracts
- | └─ Financial Services
- | └─ Banking
- | └─ Commercial Banking
- | └─ Investment Banking
- | └─ Retail Banking
- | └─ Insurance
- | └─ Life Insurance
- | └─ Property & Casualty
- | └─ Health Insurance
- | └─ Investment Management
- | └─ Asset Management
- | └─ Wealth Management
- | └─ Pension Funds
- | └─ Capital Markets
- | └─ Stock Exchanges
- | └─ Brokerage Services
- | └─ Market Making
- | └─ Healthcare & Life Sciences
- | └─ Pharmaceuticals
- | └─ Drug Discovery
- | └─ Biotechnology
- | └─ Generic Drugs

- | └─ Medical Devices
 - | | └─ Diagnostic Equipment
 - | | └─ Surgical Instruments
 - | | └─ Medical Technology
- | └─ Healthcare Services
 - | | └─ Hospitals
 - | | └─ Clinics
 - | | └─ Telemedicine
- | └─ Digital Health
 - | | └─ Health Information Systems
 - | | └─ Digital Therapeutics
 - | | └─ Medical AI
- | └─ Energy & Utilities
 - | | └─ Oil & Gas
 - | | | └─ Upstream (Exploration & Production)
 - | | | └─ Midstream (Transportation & Storage)
 - | | | └─ Downstream (Refining & Marketing)
 - | | └─ Renewable Energy
 - | | | └─ Solar Energy
 - | | | └─ Wind Energy
 - | | | └─ Hydroelectric Power
- | └─ Electric Utilities
 - | | └─ Power Generation
 - | | └─ Transmission & Distribution
 - | | └─ Smart Grid Technology

- | └─ Clean Technology
- | └─ Electric Vehicles
- | └─ Battery Technology
- | └─ Carbon Capture
- | └─ Manufacturing & Industrial
- | └─ Automotive
- | | └─ Original Equipment Manufacturers
- | | └─ Auto Parts Suppliers
- | | └─ Electric Vehicle Manufacturing
- | └─ Aerospace & Defense
- | | └─ Commercial Aircraft
- | | └─ Defense Contractors
- | | └─ Space Technology
- | └─ Industrial Equipment
- | | └─ Machinery Manufacturing
- | | └─ Robotics & Automation
- | | └─ Construction Equipment
- | └─ Materials
- | | └─ Chemicals
- | | └─ Metals & Mining
- | | └─ Construction Materials
- | └─ Consumer Goods & Retail
- | └─ Consumer Products
- | | └─ Food & Beverages
- | | └─ Household Products

- | | └─ Personal Care
- | └─ Fashion & Apparel
- | | └─ Luxury Brands
- | | └─ Fast Fashion
- | | └─ Sportswear
- | └─ Retail
- | | └─ Department Stores
- | | └─ Specialty Retail
- | | └─ E-commerce Platforms
- | └─ Hospitality
- | | └─ Hotels & Accommodations
- | | └─ Restaurants & Food Service
- | | └─ Travel & Tourism
- | └─ Real Estate & Construction
- | | └─ Residential Real Estate
- | | | └─ Home Building
- | | | └─ Property Management
- | | | └─ Real Estate Investment Trusts (REITs)
- | | └─ Commercial Real Estate
- | | | └─ Office Buildings
- | | | └─ Retail Properties
- | | | └─ Industrial Properties
- | | └─ Construction
- | | | └─ Infrastructure Construction
- | | | └─ Residential Construction

- | | └─ Commercial Construction
- | └─ Property Technology (PropTech)
 - | └─ Real Estate Platforms
 - | └─ Smart Building Technology
 - | └─ Construction Technology
- └─ Media & Entertainment
 - | └─ Traditional Media
 - | | └─ Television & Broadcasting
 - | | └─ Print Media
 - | | └─ Radio
 - | └─ Digital Media
 - | | └─ Streaming Services
 - | | └─ Online Publishing
 - | | └─ Podcasting
 - | └─ Entertainment
 - | | └─ Film & Television Production
 - | | └─ Music Industry
 - | | └─ Gaming
- | └─ Advertising
 - | └─ Advertising Agencies
 - | └─ Digital Marketing
 - | └─ Advertising Technology
- └─ Education
 - | └─ Higher Education
 - | | └─ Universities

- | | └─ Community Colleges
- | | └─ Professional Schools
- | └─ K-12 Education
- | | └─ Public Schools
- | | └─ Private Schools
- | | └─ Charter Schools
- | └─ EdTech
- | | └─ Online Learning Platforms
- | | └─ Educational Software
- | | └─ Learning Management Systems
- | └─ Professional Training
- | | └─ Corporate Training
- | | └─ Certification Programs
- | | └─ Continuing Education
- └─ Agriculture & Food
 - └─ Crop Production
 - | └─ Grains & Cereals
 - | └─ Fruits & Vegetables
 - | └─ Specialty Crops
 - └─ Livestock
 - | └─ Cattle Ranching
 - | └─ Poultry Farming
 - | └─ Dairy Farming
 - └─ Food Processing
 - | └─ Meat Processing

- | |— Dairy Processing
- | |— Packaged Foods
- |— Agricultural Technology
 - |— Precision Agriculture
 - |— Biotechnology
 - |— Food Safety Technology

5. PROFESSIONAL CATEGORIES TAXONOMY

Business Maturity & Size Classifications

Business Categories

- |— Company Size (EU/UK Standards)
 - | |— Micro Enterprises
 - | | |— 0-9 employees
 - | | |— <€2M turnover
 - | |— Small Enterprises
 - | | |— 10-49 employees
 - | | |— <€10M turnover
 - | |— Medium Enterprises
 - | | |— 50-249 employees (EU) / 50-499 (UK)
 - | | |— <€50M turnover
 - | |— Large Enterprises
 - | | |— 250+ employees (EU) / 500+ (UK)
 - | | |— €50M+ turnover
- |— Business Maturity Levels
 - | |— Startup (0-3 years)
 - | | |— Pre-Seed Stage

- | | └─ Seed Stage
- | | └─ Series A
- | └─ Growth Stage (3-7 years)
- | | └─ Series B
- | | └─ Series C+
- | | └─ Pre-IPO
- | └─ Mature Companies (7+ years)
- | | └─ Established Market Position
- | | └─ Public Companies
- | | └─ Market Leaders
- | └─ Legacy/Turnaround
- | | └─ Transformation Required
- | | └─ Restructuring
- | | └─ Revival Stage
- └─ Funding Stages
- | └─ Traditional Funding
- | | └─ Pre-Seed (<\$250K)
- | | └─ Seed (\$250K-\$2M)
- | | └─ Series A (\$2M-\$15M)
- | | └─ Series B (\$10M-\$50M)
- | | └─ Series C+ (\$30M+)
- | | └─ IPO/Exit
- | └─ Alternative Funding
- | | └─ Crowdfunding
- | | └─ Government Grants

- | └— Strategic Partnerships
- | └— Revenue-Based Financing
- └— Employment Types
 - └— Full-Time Employment
 - └— Part-Time Employment
 - └— Contract Work
 - └— Freelance/Independent Contractor
 - └— Consultant
 - └— Remote Work
 - └— Hybrid Work

6. CONSUMER CATEGORIES TAXONOMY

Lifestyle Segmentation (VALS Framework)

Consumer Categories

- └— Lifestyle Segments (VALS)
 - | └— Innovators
 - | | └— High income, curious
 - | | └— Upscale niche products
 - | | └— Technology early adopters
 - | └— Thinkers
 - | | └— Practical, research-driven
 - | | └— Value durability
 - | | └— Information seekers
 - | └— Achievers
 - | | └— Goal-oriented, career-focused
 - | | └— Premium brand preference

- | | └─ Status conscious
- | └─ Experiencers
- | | └─ Young, impulsive
- | | └─ Experience-focused spending
- | | └─ Fashion and trend followers
- | └─ Believers
- | | └─ Traditional, conservative
- | | └─ Brand loyal
- | | └─ Community-oriented
- | └─ Strivers
- | | └─ Aspirational but budget-conscious
- | | └─ Image-motivated
- | | └─ Seeking approval
- | └─ Makers
- | | └─ Hands-on, self-sufficient
- | | └─ Practical product preference
- | | └─ DIY oriented
- | └─ Survivors
- | | └─ Price-conscious
- | | └─ Cautious consumers
- | | └─ Basic needs focus
- └─ Interest Categories
- | └─ Health & Fitness
- | | └─ Fitness Enthusiasts
- | | └─ Runners & Cyclists

- | | | └─ Yoga Practitioners
- | | └─ Nutrition-focused
- | └─ Technology
- | | └─ Early Adopters
- | | └─ Gadget Enthusiasts
- | | └─ Gaming Enthusiasts
- | | └─ Tech Professionals
- | └─ Luxury & Premium
- | | └─ Luxury Shoppers
- | | └─ Premium Brand Seekers
- | | └─ High-end Travel
- | | └─ Exclusive Experiences
- | └─ Environmental
- | | └─ Eco-conscious Consumers
- | | └─ Sustainable Living
- | | └─ Organic Food Buyers
- | └─ Green Technology Adopters
- └─ Behavioral Categories
- | └─ Purchase Behavior
- | | └─ Brand Loyal
- | | └─ Price Sensitive
- | | └─ Impulse Buyers
- | | └─ Research-Driven
- | └─ Digital Behavior
- | | └─ Heavy Internet Users

- | | | └─ Mobile-First Users
- | | | └─ Social Media Active
- | | └─ Multi-Channel Users
- | └─ Shopping Patterns
- | | └─ Online-First Shoppers
- | | └─ Omnichannel Shoppers
- | | └─ Store-Preferred Shoppers
- | └─ Discount Seekers
- └─ Life Stage Segments
 - | └─ Young Adults (18-30)
 - | | └─ College Students
 - | | └─ New Graduates
 - | └─ Career Starters
 - | └─ Young Families (30-45)
 - | | └─ New Parents
 - | | └─ Growing Families
 - | └─ Home Buyers
 - | └─ Established Families (35-55)
 - | | └─ Peak Earners
 - | | └─ Multiple Children
 - | └─ Community Leaders
 - | └─ Empty Nesters (50-70)
 - | | └─ Children Moved Out
 - | | └─ Travel-Focused
 - | └─ Home Downsizers

- └─ Retirees (65+)
- └─ Active Retirees
- └─ Health-Conscious
- └─ Fixed Income

7. SPORTS TAXONOMY

Global Sports Organization Structure

Sports

- └─ Global Football/Soccer (FIFA)
 - | └─ UEFA (Europe) - 55 associations
 - | | └─ Premier League (England)
 - | | └─ La Liga (Spain)
 - | | └─ Bundesliga (Germany)
 - | | └─ Serie A (Italy)
 - | | └─ Ligue 1 (France)
 - | | └─ Champions League
 - | └─ AFC (Asia)
 - | └─ CAF (Africa)
 - | └─ CONCACAF (North/Central America & Caribbean)
 - | └─ CONMEBOL (South America)
 - | └─ OFC (Oceania)
- └─ American Sports (Big Four + MLS)
 - | └─ NFL (American Football)
 - | | └─ 32 teams
 - | | └─ AFC Conference
 - | | └─ NFC Conference

- | └─ NBA (Basketball)
 - | | └─ 30 teams
 - | | └─ Eastern Conference
 - | | └─ Western Conference
- | └─ MLB (Baseball)
 - | | └─ 30 teams
 - | | └─ American League
 - | | └─ National League
- | └─ NHL (Ice Hockey)
 - | | └─ 32 teams
 - | | └─ Eastern Conference
 - | | └─ Western Conference
- | └─ MLS (Soccer)
 - | | └─ 30 teams
 - | | └─ Eastern Conference
 - | | └─ Western Conference
- | └─ Cricket (ICC)
 - | | └─ Full Members (12 Test nations)
 - | | | └─ Australia
 - | | | └─ England
 - | | | └─ India
 - | | | └─ Pakistan
 - | | | └─ [Other Test nations]
 - | | └─ Associate Members (98 nations)
 - | | └─ Formats

- | | └─ Test Cricket
- | | └─ One Day International (ODI)
- | | └─ Twenty20 (T20)
- | └─ Major Competitions
 - | └─ Cricket World Cup
 - | └─ T20 World Cup
 - | └─ World Test Championship
- └─ Tennis
 - | └─ Grand Slams
 - | | └─ Wimbledon
 - | | └─ French Open
 - | | └─ US Open
 - | | └─ Australian Open
 - | └─ ATP Tour (Men's)
 - | | └─ Masters 1000
 - | | └─ ATP 500
 - | | └─ ATP 250
 - | └─ WTA Tour (Women's)
 - | | └─ WTA 1000
 - | | └─ WTA 500
 - | | └─ WTA 250
- └─ Olympic Sports
 - | └─ Summer Olympics (32+ sports)
 - | | └─ Athletics/Track & Field
 - | | └─ Swimming

- | | └─ Gymnastics
- | | └─ Basketball
- | | └─ Volleyball
- | | └─ [Other summer sports]
- | └─ Winter Olympics (15+ sports)
 - | | └─ Alpine Skiing
 - | | └─ Figure Skating
 - | | └─ Ice Hockey
 - | | └─ Speed Skating
 - | | └─ [Other winter sports]
- | └─ Paralympics
 - | | └─ Summer Paralympics
 - | | └─ Winter Paralympics
- └─ Individual Sports
 - | └─ Golf
 - | | └─ PGA Tour
 - | | └─ European Tour
 - | | └─ Major Championships
 - | | └─ Ryder Cup
 - | └─ Boxing
 - | | └─ Professional Boxing
 - | | └─ Amateur Boxing
 - | | └─ Weight Classes
 - | └─ Mixed Martial Arts (MMA)
 - | | └─ UFC

- | | └─ Bellator
- | | └─ ONE Championship
- | └─ Athletics
 - | └─ Track Events
 - | └─ Field Events
 - | └─ Marathon/Road Running
- └─ Motor Sports
 - | └─ Formula 1
 - | └─ NASCAR
 - | └─ IndyCar
 - | └─ MotoGP
- └─ Regional Sports
 - └─ Rugby
 - | └─ Rugby Union
 - | └─ Rugby League
 - └─ Australian Football League (AFL)
 - └─ Gaelic Sports
 - └─ Traditional Sports

8. ENTERTAINMENT TAXONOMY

Entertainment Industry Structure

Entertainment

- └─ Performing Arts
 - | └─ Theater
 - | | └─ Broadway
 - | | └─ West End

- | | └─ Regional Theater
- | | └─ Community Theater
- | └─ Music
 - | | └─ Classical Music
 - | | | └─ Opera
 - | | | └─ Symphony Orchestras
 - | | | └─ Chamber Music
 - | | └─ Popular Music
 - | | | └─ Pop
 - | | | └─ Rock
 - | | | └─ Hip-Hop
 - | | | └─ Country
 - | | | └─ R&B/Soul
 - | | | └─ Electronic/EDM
 - | | | └─ World Music
 - | | └─ Live Music
 - | | | └─ Concerts
 - | | | └─ Festivals
 - | | | └─ Venues
- | └─ Dance
 - | | └─ Ballet
 - | | └─ Contemporary Dance
 - | | └─ Traditional/Folk Dance
 - | | └─ Commercial Dance
- | └─ Comedy

- | └─ Stand-up Comedy
- | └─ Improv Comedy
- | └─ Sketch Comedy
- | └─ Media Entertainment
- | └─ Film Industry
- | └─ Hollywood Studios
- | └─ Independent Films
- | └─ International Cinema
- | └─ Documentary Films
- | └─ Film Festivals
- | └─ Television
- | └─ Broadcast Networks
- | └─ Cable Networks
- | └─ Streaming Services
- | └─ Netflix
- | └─ Disney+
- | └─ Amazon Prime Video
- | └─ HBO Max
- | └─ Other Platforms
- | └─ Content Types
- | └─ Drama Series
- | └─ Comedy Series
- | └─ Reality TV
- | └─ News Programming
- | └─ Sports Programming

- | | └─ International Television
- | └─ Radio
- | | └─ Talk Radio
- | | └─ Music Radio
- | | └─ News Radio
- | | └─ Podcasting
- | └─ Publishing
- | | └─ Book Publishing
- | | └─ Magazine Publishing
- | | └─ Digital Publishing
- | └─ Comics/Graphic Novels
- └─ Digital Entertainment
- | └─ Gaming
- | | └─ Video Games
- | | | └─ Console Gaming
- | | | └─ PC Gaming
- | | | └─ Mobile Gaming
- | | | └─ VR Gaming
- | | └─ Esports
- | | | └─ League of Legends
- | | | └─ Counter-Strike
- | | | └─ Dota 2
- | | | └─ Fighting Games
- | | └─ Game Development
- | └─ Social Media Content

- | | |└─ YouTube
- | | |└─ TikTok
- | | |└─ Instagram
- | | |└─ Twitch Streaming
- | |└─ Podcasting
- | |└─ Virtual/Augmented Reality
- | | |└─ VR Entertainment
- | | |└─ AR Applications
- | |└─ Metaverse Platforms
- |└─ Interactive Media
- | |└─ Interactive Fiction
- | |└─ Web Series
- | |└─ Digital Art
- |└─ Entertainment Roles & Professions
- | |└─ Creative Roles
- | | |└─ Actors/Actresses
- | | |└─ Directors
- | | |└─ Writers/Screenwriters
- | | |└─ Musicians/Singers
- | | |└─ Dancers/Choreographers
- | | |└─ Comedians
- | |└─ Voice Artists
- | |└─ Production Roles
- | | |└─ Producers
- | | | |└─ Film Producers

- | | | └─ Television Producers
- | | | └─ Music Producers
- | | | └─ Theater Producers
- | | └─ Technical Crew
- | | | └─ Cinematographers
- | | | └─ Sound Engineers
- | | | └─ Lighting Designers
- | | | └─ Editors
- | | | └─ Special Effects Artists
- | | └─ Support Staff
- | | └─ Casting Directors
- | | └─ Talent Agents
- | | └─ Personal Assistants
- | | └─ Publicists
- | └─ Business Roles
- | | └─ Studio Executives
- | | └─ Network Executives
- | | └─ Distribution Executives
- | | └─ Marketing Professionals
- | | └─ Legal/Business Affairs
- | └─ Digital Content Creators
- | └─ YouTubers
- | └─ TikTokers
- | └─ Podcasters
- | └─ Streamers



Implementation Guidelines

Technical Structure Recommendations

1. **Hierarchical Database Design:** Use parent-child relationships with multiple inheritance support
2. **Tagging System:** Allow multiple category assignments per content piece
3. **Search Optimization:** Full-text indexing on all taxonomy levels
4. **API Integration:** RESTful endpoints for category management

5. **Scalability:** Design for additional categories and subcategories

Content Management Features

1. **Auto-categorization:** AI-powered content classification
2. **Manual Override:** Editorial control over automated categorization
3. **Cross-referencing:** Link related categories and topics
4. **Performance Analytics:** Track content performance by category
5. **SEO Integration:** Category-based URL structures and metadata

Maintenance Schedule

1. **Quarterly Reviews:** Update emerging industries and roles
2. **Annual Overhauls:** Major taxonomy structure reviews
3. **Real-time Updates:** Breaking news and trending topic categories
4. **Geographic Updates:** New countries, political changes
5. **Cultural Sensitivity:** Regular inclusivity and diversity reviews

This comprehensive taxonomy provides the hierarchical foundation for a global news/business website CMS, enabling precise content categorization, targeted audience engagement, and scalable content management across all major domains of coverage.