

THE **HANDELOT** TIMES

THE BEST
B2B MAGAZINE

May 2020 #19

DIGITAL CLOSENESS

CHANGING THE DISTANCES



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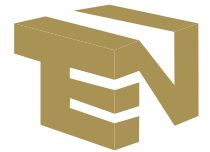


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THE ONLINE B2B MAGAZINE FOR ELECTRONICS WHOLESALERS



MAY 2020

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QUICK HITS

A SELECTION OF CORPORATE NEWS FROM AROUND THE TECH WORLD

GOOGLE LAUNCHES THE NEXT ANDROID 11 DEVELOPER

On March, 18, Google announced the second developer **preview of Android 11**. Just like the first preview, this one is only meant for developers and isn't available as an over-the-air update. Instead, developers have to manually download and flash their supported devices, which are currently limited to Pixel 2, 3, 3a or 4. The second release doesn't feature any revolutionary new features, as it mostly continues the work left with the Preview 1. These are new APIs and other developer features.

New features in the second preview include a 5G state API, to see if a user is currently on a 5G network. As an example, developers can activate experiences that necessitate a 5G network. There is better functioning support for foldable devices with a new API. It can read data from a hinge-angle sensor. Apps can adapt to the angle

of the hinge. New APIs for screening robocalls and support for variable refresh rates. Android 11 includes a new "hard swish-op" function that enables faster and more accurate training for on-device models. Developers who use neural networks in their apps, this is a necessity.

When an Android 11 device reboots after an overnight over-the-air update, it does what is called "resume on boot", which immediately accesses the Credential Encrypted storage. You'll start receiving messages right away. In current versions, the phone would mostly lie dormant until you logged in with your credentials. It's still early in the building stages, but you can start to see how it's enabling new experiences in this release. You can expect to hear more about user-facing updates in some of the next releases.

GOOGLE: ANDROID GO AND CAMERA GO APPLICATION FOR BUDGET PHONES

Google took a step in the right direction for those who operate on a budget. **Android Go, a lightweight mobile operating system** designed for less-powerful phones, has been installed on more than 100 million devices. This news recently happened on March 19, stated by Google. In addition to its new milestone, Google introduced its new Camera Go app.

Camera Go is simply Google's attempt to ease the processing burden often carried by sluggish and memory-intensive camera apps.

It's clean and simple interface design makes it cooperative for first-time users of smartphones. Camera Go tracks how many photos and video storage space you have left. This feature helps you clear up extra space for more beauty-shots, so you never miss a photogenic moment."

There's no exact date for release. Google stated the Camera Go app will be available on Nokia 1.3 and more Android Go devices in the near future.

COMPANIES LIKE GM AND TESLA MAKE VENTILATORS AS CORONAVIRUS CAUSES A SHORTAGE

U.S. President Donald Trump said on Sunday that U.S. automakers Ford Motor Co, General Motors Co, and Tesla Inc are given the green light to produce ventilators as result

of a shortage. Other items needed during the coronavirus outbreak are to be produced also. The finger friendly

President sent out a tweet, "Ford, General

Andro



Lighter, Faster



Motors and Tesla are being given the go-ahead to make ventilators and other metal products, FAST! @fema Go for it auto execs, let's see how good you are?" Nobody is sure what the go-ahead meaning is behind Trump.

New York City Mayor Bill de Blasio is up to take on Tesla's Elon Musk offer to make ventilators, due to its shortage. Hospitals are currently bracing shortages due to the coronavirus outbreak. Tesla as a whole is stepping up to the plate to deliver during the massive outbreak of Covid-19. All of this is a result of a magic tweet sent out after a Twitter follower asked that he repurpose his factory to do so. Elon Musk replied with that thing like this has to be approached

from an ideal frame. The results sought out will need more time dedicated.

A user named @suhaylabbas tweeted Elon Musk "Please repurpose your factory to make ventilators which are needed ASAP. I am a Tesla owner and love the company. You have to stop being an idiot about this. This is a massive disaster. Ask the doctors in the field." Tusk replied to the comment with this statement, "We will make ventilators if there is a shortage." **This tweet got an alarming 15.4K** people are talking about this

On Sunday morning, President Donald Trump went to Twitter to personally thank Tesla, General Motors and Ford for help in making ventilators.

IPHONE 12 RELEASE DATE ISN'T AFFECTED BY COVID-19

The outlook for the iPhone 12, Apple's next flagship smartphone, is on the negative side though. Even though production hasn't started yet, the upcoming glamorous iPhone 12

Won't be affected by the Covid-19 as news reports via online claims. Regardless of the widespread complications, the show must go on for the technology industry big contender. It seems that the main effect of coronavirus on Apple's products was the reduced number of units of iPhone 11 devices.

Apple's supply chain is currently being affected by the coronavirus.

Apple's repositories are located in China where the outbreak started. Of course, they have abroad production factories in other countries. iPhone 12 units and the anticipated 5G iPhone aren't ready to be manufactured until May. It may be that production in China and in other markets are on halt and are scheduled to be resumed by then, although that's uncertain.

With the production of any sort being at an all-time low right now, iPhones like the iPhone 11 series were harder to come by in some stores. Get excited all my fellow iPhone users. This is something to mark as an urgency. Although, there's always a chance that the timeline offered can endure changes if the virus continues to spread and delay any work. As an issue as

such is out of the company's reach. Time will be the healer in a crisis like this.

Chinese manufacturing may be resuming production on Apple devices though. This is just a rumor and not factual. Just because there's a halt in production, that doesn't mean you should sit around and wait for the 12 to be released. In related news, the new iPad Pro 2020 models and new MacBook Air laptops were unveiled days ago before this report. These devices were most likely manufactured in its early stages around January before the China lockdown took over the universe.

Apple also talked about one of the upcoming iPhone 12 features. The LiDAR feature currently on the newest iPad Pro is set to be installed in the 12. A "Breakthrough LiDAR Scanner" which can measure the distance to surrounding objects up to five meters away. It can work both indoors and outdoors conditions. It operates at the photon level at nano-second speeds to 3D map the environment and unleashes scenarios never before possible. Apple is out to label the new iOS-powered smartphone as the most powerful iPhone ever.

We've started to hear rumors on what the next iPhone 12 series will be like, but with a launch event expected sometime in September 2020, based on Apple's annual schedule, these are likely still a long way off.



THE TRUTH BEHIND THE COVID MASKS

AND THE REAL EUROPEAN CERTIFIED STANDARDS

For a long time it has been heard that masks are only used for those who are sick to avoid spreading the infection in the surrounding environment. Then the communication changed: the masks Personal Protective Equipment (PPE)

are needed and everyone must wear them when they can. **Where is the truth?** What are the best masks against Covid? What must be done to be truly protected? Do they all protect themselves and others in the same way?

WE TRY TO ANSWER THE MAIL QUESTIONS REGARDS THE BEST COVID MASK, APPROVED BY THE EUROPEAN COMMISSION.

Let's go into detail and see which masks can serve to stop Coronavirus and how personal protective equipment is classified, depending on the type of protection they provide and the coverage rate.

Not all masks, of course, are useful in the same way against Coronavirus. The anti-smog masks, the filter masks produced in derogation and the surgical ones - in various capacities - are not very useful: **only those PPE FFP2 or 3 guarantee truly effective protection for themselves** and for others (if without valve and used correctly), but also others can reduce the risk of infection. Below we try to better explain why.

The anti-smog masks, the dust masks, the masks for welders and the FFP1, offer only a mild protection against the spread of the infection by sick people and do not provide any protection to the wearer from the infection. Surgical masks, in particular, are medical devices (usually CE marked, certification certifying compliance with Directive 93/42 / EC, or in any case of the same level) designed to protect patients in specific situations, such as a surgical operation, but they do not protect the doctor or nurse who uses them, as they do not have a sealing edge on the face and do not include a filter system. **They can still be useful** to block the virus suspended in the air with sneezing and coughing, but they are not sufficient to guarantee total safety to those who want or must defend against the Coronavirus.

In fact, when the goal is to protect yourself from viruses, you must wear the - unfortunately more expensive - **masks FFP2 or FFP3 masks.**

These masks - if worn by everyone - are still useful to limit the spread of the virus in the air and from this principle derive the recent decisions some governments to impose the protection of the mouth and nose (even with a scarf) when leaving the house.

An important note before continuing with the reading: the valve masks are not recommended for sick or potentially ill patients, because they do not stop the spread of the infection.

The masks useful for avoiding Coronavirus infection are those classified as PPE FFP2 and FFP3, compliant with the harmonized European standard UNI EN 149: 2009 (as well as CE marked). The abbreviations mentioned indicate the level of filtering protection: the FFP2 filters solid and liquid particles, guaranteeing





92% protection. While the FFP3 are masks (equipped with an exhalation valve in only outlet that opens to let the breath out: during this phase the rubber membrane moves putting the inside of the facepiece in communication with the external environment and therefore they must not be worn by positive subjects so as not to spread the virus) which **guarantee 98% protection**, even against very fine agents such as asbestos.

The basic principle, however, is that no mask serves to stop the Covid if it is not worn correctly, because it risks becoming useless. Therefore it is important to follow the manufacturer's instructions, checking the correct seal of the mask with respect to the face: that is, making sure that it adheres totally to the skin and covers the face right under the chin. Furthermore, before picking it up, you must wash it thoroughly with a nose or hydro-alcoholic disinfectants. When wearing the reusable mask, it is advisable to replace it (from behind, without touching the front) according to the manufacturer's instructions and in any case when it becomes wet: the disposable, however, must be thrown away every time they are removed. Then washing your hands: another essential measure to combat Coronavirus.

Be aware of the falsification!
The only ones approved by the European Commission are the FFP masks

The abbreviation FFP stands for "Filtering Facepiece Particles". FFP masks should be used when the oxygen rate in the environment is greater than 17% (therefore when you are in environments where you can breathe independently) and the contaminating agent is known (and the odor detectable). These are use-

ful devices against fine particles, dust and some viruses.

The effectiveness of the FFP masks is measured on the basis of the filtering rate and the loss inward. According to the EN 149 standard there are three filtering efficiency classes for this type of mask: FFP1, FFP2, FFP3. For the types of pollutants filtered by each mask, we specify that these are generic indications: in case of specific needs, we refer you to the EU.

Some are equipped with a valve, some are not. The valve is used to guarantee greater comfort, to avoid the formation of internal condensation, not to fog up the glasses and to encourage the breathing phases. But the valve is not recommended in sick or potentially sick patients to avoid contagion.

Another variant - **equally important** - is the **shape of the half-mask or full mask**. The half-mask (or cartridge) covers the nose, mouth and chin (consists of fixing straps, expiratory and inspiratory valves and a fitting for fixing the filters or the device for the supply of air) ensuring a wide field of vision. While the full (or full-face) mask is used in case of risks to the eye area: for this reason, against Coronavirus - especially in high-risk environments - it is the only recommended one. It consists of a harness, an eye-piece, expiratory and inspiratory valves and a fitting to fix the filters or an air supply device.

The disposable masks FFP1 are useful against fine particles and dust, such as silica, cement, metals, sulfur and so on. They are available with or without a valve and are especially suitable for craft projects and in the textile, metallurgical, carpentry and so on industries. According to the information available today, they would not be particularly effective in avoiding contagion and being infected by Coronavirus. But in the absence of anything else, they are still useful, as are the normal surgical masks, which allow





not to avoid the particles released into the air by sneezing and coughing, but at least large excretions and spitting (vectors of Covid-19).

FFP2 masks are indicated to defend against fine and toxic particles, such as quartz, metals, molds, bacteria and viruses, such as Coronavirus. These are also available with or without a valve and are useful for those who work in the treatment of waste water or waste, quarries, mines and metalworking.

FFP3 masks are always given with valves and allow the wearer to correctly defend themselves against dangerous and carcinogenic particles, such as lead, spores, pesticides and viruses. They are ideal for those who work with asbestos, but they also protect against legionella (for a short time) and against viruses such as avian influenza, A / H1N1 influenza, SARS, tuberculosis and Coronavirus.

The FFP2 and FFP3 masks are generally disposable, i.e. they guarantee full efficacy only by respecting certain usage and time requirements. So they have a limited life (they also have a deadline). Secondly, they must be thrown after each

use in hazardous environments: the duration of their effectiveness varies according to the level of exposure. But - it is important to underline it - the update of the EN149 standard has introduced for the manufacturer the obligation to indicate on the face the letters **NR or R**, which indicate whether they are not reusable (therefore disposable) or reusable: in the latter case the facials Therefore they can be used several times after proper disinfection. And in any case - as evidenced by official sources - there are scientifically validated methods for regenerating the masks (including disposable ones), available to professionals in the medical sector and the like. All masks lose effectiveness if stored in dusty environments and if they are damaged.

For any other news, please check the official European Commission website:

<https://www.eu-esf.org/covid-19/4513-covid-19-suspicious-certificates-for-ppe>





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CORONAVIRUS, ALIBABA AND TAobao LIVE:

THE NEW ONLINE LIFE OF CLOSED STORES

Taobao Live, Alibaba Group's streaming channel, is the possibility for small traders forced to close to sell their products online. While the health emergency forces stores to close, in fact, the online world remains crucial.

Coronavirus is bending the world economy, but the example of China, which first suffered its damage, can be a guide for everyone. Taobao

Live, the livestream channel of Alibaba Group, has released a first report on its activities in recent months in the People's Republic of China, which have aimed above all to support small traders and to allow those who have not yet done so to access the sales sector Online, the only chance of survival in a country blocked by the lockdown, where many physical stores have been forced to close.

TAobao LIVE: DATA AT THE END OF 2019

Taobao Live, Alibaba Group's livestreaming channel, wants to help physical retailers use its technologies to enhance the consumer shopping experience.

During an industry event held on the last days of April, Taobao Live announced plans to help over 200,000 retail stores and 100 markets this year, such as traditional wholesale markets in the Chinese city of Yiwu.

According to the latest Taobao Live data, the gross volume of goods generated by the platform has grown by 150% per year for three consecutive years.

At the end of 2019, consumers spent over 350,000 hours every day viewing content on the platform. In the meantime, new registered accounts have almost doubled.

The use of the online video platform has continued to grow in recent months, as the brands and merchants that have suffered repercussions from the coronavirus emergency, including the mall operator Intime and the furniture retailer Easyhome, have increasingly oriented themselves towards Live streaming to resume the activity.

CORONAVIRUS AS A POSSIBILITY OF REBIRTH

"The current health crisis has been a wake-up call for many merchants," said Taobao's senior director of e-commerce content Yu Feng. "It has pushed many to accelerate their digital update, so as to make activities more dynamic and resistant".

While offline operating modes were interrupted by the coronavirus emergency, Taobao Live offered companies a lifeline to reach a large audience, given the over **800 million monthly active users who visit Alibaba's e-commerce sites**. In February, Taobao Live removed registration fees for small merchants. The result is that the number of subscribers to the platform has increased by 719% compared to the previous month.

Consumers can now find more products than ever through Taobao Live channels. At the end of 2019, the products available on the platform were double those of 2018. And some of the most requested items came from tradi-



tionally offline sectors, such as cars, large appliances and books.

Automotive brands have become particularly active on the platform, transforming in-store employees into authorized online retailers. Taobao Live has said it has hosted more

than 15,000 automotive streams to date. On March 21, a live group purchase event involved more than 10,000 dealerships from 40 automakers, including Maserati, Audi and Volvo, and offered discounts of up to 40% for some models.

FROM STORE EMPLOYEES TO INFLUENCERS

Last month, Chinese shoe retailer Red Dragonfly - which closed nearly all of its 4,000 physical stores due to the coronavirus pandemic - chose Taobao Live to move its online sales. Since 8 February, the brand's New Retail division has taken the lead in training all employees on the sale of products online and on the use of digital processing tools, such as Alibaba's DingTalk app.

On March 8, the brand streamed a live streaming session with its founder Qian Jinbo who recorded over 435,300 views and helped increase

the sales of its flagship stores by 114% year on year. It also employed around 100 salespeople to communicate with consumers during this sales campaign. The success has been such that the brand has said it wants to involve over 1000 stores for another livestream campaign this month.

To allow even more companies to use their resources, Taobao Live said that its 2020 strategy will include training over 10,000 physical store employees to turn them into effective livestream communicators.

THE GOAL IS TO GROW THE SALES COMMUNITY

Another goal of Taobao Live for 2020 is to further enrich its community with a greater number, and variety, of companies and experts.

Last year, Alibaba launched its rural livestream initiative, designed to allow livestreams even in rural areas, allowing farmers to sell local products, directly managing their streaming e-commerce channels. There are now over 50,000 rural livestreamers registered on Taobao Live, which to date has hosted over 1.2 million livestream sessions related to agricultural products.

Recently, Alibaba has relaunched this initiative, announcing the goal of reaching 200,000 farmers able to sell their products through

livestream. The expectation is that this will lead to sales of up to RMB 15 billion.

Taobao Live's success in generating revenue for rural farmers was particularly evident during the coronavirus epidemic. In February, Alibaba launched a rural support program, which offered free account registration and supply chain support to Chinese farmers affected by the health crisis, helping them promote products, from mango to fresh flowers, from rice to fish. It helped sell 54,000 tons of otherwise unsaleable products in the first 20 days of the initiative's launch.

Taobao Live also said it will improve livestream host services on the platform, including personalized operational support and new digital technologies, **such as 5G and AR-based features,** as well as short videos and audience analytics to help hosts better engage their own Followers. By the end of this year, Taobao Live is aiming to raise an additional 100,000 emerging sellers, with an estimated monthly income of over 10,000 RMB.





E-COMMERCE AND WHATSAPP PAY:

NEW DIGITAL HABITS IN QUARANTINE

"From today I am selling on Whatsapp" - just like that: the most popular green app in the west is renewed. No longer just chats, groups and emojis: Zuckerberg recently said that the messaging app par excellence will increasingly approach a real social



network, allowing Business users to have a personal window where they can upload their products.

It will be called **Whatsapp Commerce** and will be available only for Whatsapp Business - the Whatsapp app reserved for companies.

WHATSAPP COMMERCE: WHAT IS IT?

Whatsapp was born as a messaging app addressed to individuals: **it is SMS 2.0**, a platform for chatting in real time, exchanging texts, gifs, photos, videos, with features that are renewed periodically to ensure a functional and at the same time user experience Enjoyable.

With a view to expanding to the corporate world, the app offers its own spin-off: **Whatsapp Business**, to allow companies to cut distances with their customer base, through an

informal, immediate and friendly messaging relationship.

Inspired by WeChat, Whatsapp Business has also recently decided to introduce the **Catalog**: a showcase where to display its products, redirecting the purchase to the company's ecommerce.

It would seem that Whatsapp aspires in all respects to become a messaging app, a social ... and who knows maybe in the future also an e-commerce, guaranteeing the user all the functions of Whatsapp, Facebook and Amazon.

DOES ZUCKERBERG WANT TO BECOME THE NEW JEFF BEZOS?

Only time will tell: what is certain is that Whatsapp users are today around 1 billion and 600 million. Bringing a sales option within such a widely used platform, in the short or long term, could move some important game piece.

For the moment **Amazon can feel comfortable**: the Whatsapp Commerce Catalog would not be a section where you can buy in-app, but simply a real digital catalog where you can consult the various products, for which the purchase is expected the referral of the brand to ecommerce.

On the other hand, not having a logistics structure like that of the Seattle giant to date, Whatsapp would act as a mere intermediary between users and the site. **But soon things could change...**

WhatsApp Commerce



WHATSAPP PAY: WHAT IT IS AND HOW IT WORKS

In the meantime, there is noise on Whatsapp Pay, an integrated Whatsapp option that would allow quick and easy payments between friends.

Paypal, Satispay, Venmo and **Zelle** are just some of the apps that have finally broken down the barrier of cash exchanges between private individuals, but little has been said so far about the fact that Zuckerberg wants to carry out the same operation on Whatsapp as well.

To be honest, in India Whatsapp Pay already seems to be usable, even if being tested. Once perfected, **its operation should be very simple:** users will simply register their cards in their profile and will be able to send or request money to their contacts simply by entering the chat.

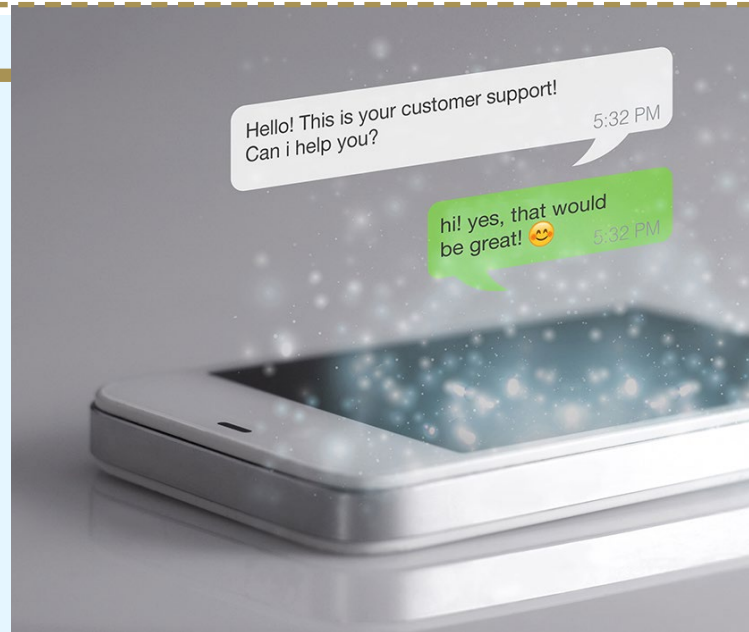
In short, a messaging app with integrated Paypal.

CONCLUSIONS

Many projects, ideas and developments regarding Whatsapp: the secret to riding the wave, however, always remains the same: getting informed, training and updating.

When and if it arrives in Europe it is not easy to say: the goal is to test it in developing nations with a large population, and possibly extend it to the rest of the world.

Changes in the digital world are on the agenda: the only salvation is knowing the tools and keeping the hot channels safe, where the traffic is there and the competitors may not yet have arrived.





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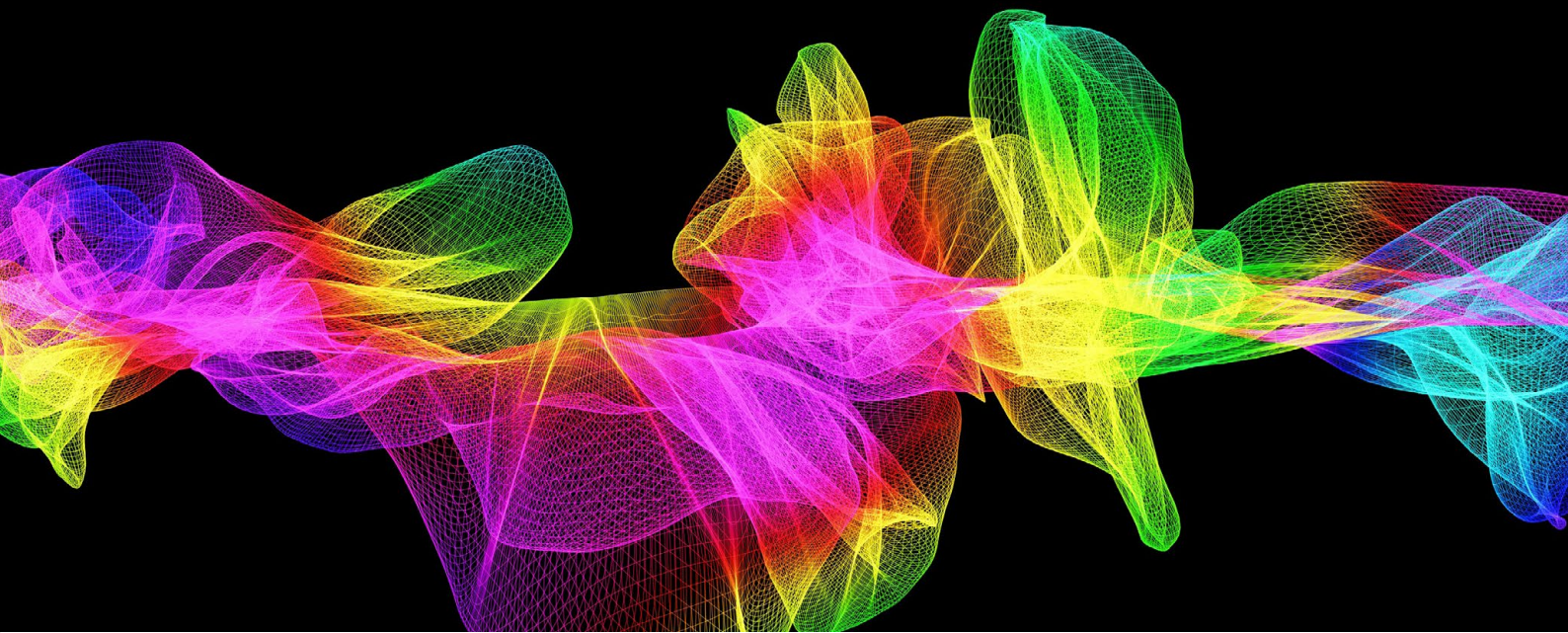
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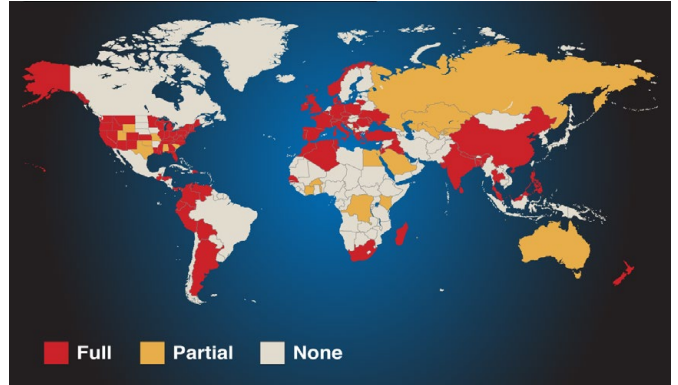


LOCKDOWN

Cover-19 brought a big economy meltdown. And this is a fact. What we are all experiencing right now, in fact, has been a major contributory factor to the whole world's economic slow down and in some cases total cessation of business activities around the globe.

Yet, as opposed to writing about business, I though I would talk about something that completely changed out daily lives, and that through fate has been forced on each and every single one of us: **the Lockdown.**

My wife, my miniature Schnauzer dog and I were locked down on March 15th 2020. Although the lockdown is enforced all over the whole of France, we are fortunate enough to live in a very rural area in South West France that



has had very few Covid-19 cases. Still, like most of the people, we have obeyed the law and rigidly remained stuck to our lockdown procedure. It has been more than seven weeks now since our lockdown started.

WHEN I ORIGINALLY HEARD ABOUT COVID-19 I DIDN'T REALLY TAKE IT TOO SERIOUSLY...

Why should I? I have been around long enough and historically among other epidemics: I have experienced **SARS, Ebola, AIDS** and **The Bird Flu**. So, in my mind, why would I think this to be any different?

Well, seven weeks later I now understand that it is very different indeed. I'm still not sure if it is different because of the way the worldwide governing bodies are dealing with it or because it is way more dangerous to our structured society. What I can definitely say is that I now do properly evaluate **the magnitude and the effects of COVID-19.**

I have a large extended family, parents, children and grandchildren who mostly reside in the UK, and like every one else my wife and I have learned how to communicate with them utilizing all the available on-line tools we have access to.

I have lived in France permanently for 2 years and this form of communication has





not been unusual for us considering our demographic to our extended family. However since we have been in isolation and on lockdown, our mental opinion of the communication has altered completely.

Knowing that we cannot easily get back to our family in the UK has made us aware that virtual communication is vital. And, moreover, it has greatly enhanced the importance of those daily meetings, bringing us all closer together. Our family in the UK have the same understand-

ing.



OUR MINDS ARE AN INCREDIBLY POWERFUL INSTRUMENT.

Everything we create with our actions through our thoughts can be created in a positive direction or a negative one. It is very easy - particularly through a process like lockdown brought on through a world disaster like COVID-19 - to become extremely anxious and enhance our negative thoughts. That is why we detour ourselves to a negative direction.

When we are isolated from the outside world

and our only access to information is the Internet or the TV we can easily be guided by what we expose ourselves to and indulge ourselves in.

From what I can observe currently, most of the information that is fed to us comes from the TV and I see it as mostly negative; it is also informative, but it does have a very heavy focus on negativity.

AFTER ALL, BAD NEWS ALWAYS SELLS BETTER THAN GOOD NEWS.

This constant negative feed we will create a negative persona from within ourselves.

As traders we are normally very skilled and experienced to ignore what the institutions are saying to us. We normally have to look outside of the box, the normal channels: this is how we work within our business. That's why I would inspire you to look outside of this COVID-19 box for inspiration and positive thinking.

You are not going to find anything positive whatsoever on Sky News for the next 6 months. That of course does not mean that you have to be oblivious to what is going on around you. How could you possibly do that? But it does mean that you have to focus less on the magnitude of the problem. Keep your focus within yourself positive, for self-growth and protection.



AS HUMANS, IN FACT, WE DO NOT LIKE CHANGE.

We like consistency and the security of knowing what is coming, we like to be able to put everything within its correct box. We like to be controlled and when we are controlled, instead, we feel also that we are in control.

COVID-19 has caused chaos to the world's economy and chaos in our lives. It has created a bolt of fear that has driven its way through every culture and country in the world.

WHEN WE ARE FRIGHTENED, WE CONTAIN FEAR.

Every decision we make is made out of fear. Our creativity is diminished and we spend most of our time in a state of worry and anticipation. We are confused because we are worried about our future, our finances, our relationships and even our lives.

During the course of my life I have found it necessary to remove fear to really be able to grow.

Fear will stop your growth and it will also affect all your future decision making processes.

Through COVID-19 we have all hit a point of



massive change within our lives, but we have to examine that change and look at the positive things that it has brought and that will transpire in the near future from this world event.

AFTER ALL, PEOPLE ARE ALREADY COMMUNICATING IN DIFFERENT WAYS WITH EACH OTHER.

This is technology intervention and it will spread and develop. The changes that are occurring now will be the things that we will accept in the future as normality. Moreover, the things we perceived as normal before COVID-19 will not be normal after COVID-19. For example, the travel industry has been destroyed and **it will be**



for a long time, if it will go back to normal in a certain way.

Plus, in isolation we have been developing skill that many of us didn't use for years: preparing our own food for our families, spending time with our families, things that are incredibly important to us all. And these are all good things, even better, they are great things!

These are all positive things that we have experienced over the last few months that without COVID-19 we would never have experienced.

Change is sometimes necessary for us to understand ourselves, necessary for us to feel alive. And COVID-19 through lockdown has given us the opportunity to put our lives on hold and access the things that are truly important to us. It has given us the time to look within ourselves.

This Pandemic has come and it will disappear as fast as it came. If we think about it, a few years is truly a drop in the vast ocean of time.

Embrace it, don't fear it, appreciate it and understand what it really is, learn from it and grow from within.

Be Positive and Stay Safe!

- Keep The Faith
- The Old Hand



PS4 AND PS5 PRO:

WHAT SCENARIOS?

To launch the news is Bloomberg, according to which Sony will put on the market a smaller number of PS5 than the PS4 distributed in 2013. Blame the price of the components, which would have forced Sony to propose an important final cost.

PlayStation 5 will sell little in the first year due to the high price and for this reason Sony will produce less consoles at launch compared to the times of PlayStation 4. To launch the indiscretion is Bloomberg, who also spoke of the influence of the pandemic underway on the plans by Sony.

According to rumors, **Sony would expect not exciting sales figures for its new flagship.**

Forecasts speak of 5 or 6 million units sold in the first two quarters, a result much lower than the 7.5 million units milled by PlayStation 4 in its first six months of life. This is mainly due to the price which, according to well-informed people, will be between 499 and 549 dollars.

In addition to the high price, Sony fears that the Coronavirus-related emergency **may cause some of the most anticipated titles** for the console to slip, which would therefore make its debut on the market with a broken line-up.

In confirmation of Sony's fears, there would be a much lower number of orders

than expected to the partners who deal with the assembly of the console. The Japanese giant would therefore intend to significantly slow down the production of the console.

To make things less loving at home, PlayStation 4 could still be the lion's share, especially the Pro model. Sony's strategy, much like that of its competitor Microsoft, would have moved more on subscriptions than on hardware sales.

PlayStation 4 Pro could therefore be used as a bridgehead to increase even more users connected to PlayStation

services, such as PlayStation Plus and PlayStation

Now, waiting for the PS5 to start marking important numbers. In this regard, Bloomberg expects a substantial decrease in the price of the PlayStation 4 Pro in conjunction with the launch of the new model.

Sony's plans, like those of all other companies in the world, will then

have to take into account the health emergency linked to Coronavirus. The severe movement restrictions, which have also come into force in Japan in recent weeks, could also have a violent impact on the production of PlayStation 5, bringing the number of consoles produced (and consequently sales figures) to an even lower level than to the already conservative estimates of the Japanese giant.





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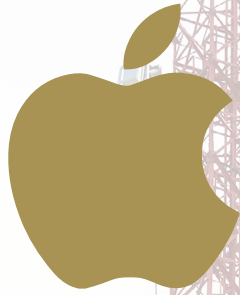
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VIDEO CALLS IN ZOOM:

THE BUSINESSMAN WHO BECAME A BILLIONAIRE WITH THE CORONAVIRUS (AND WHY HE HAD TO APOLOGIZE)

A few weeks ago you may not have known him. Or maybe not now, but it is possible that during this quarantine you have talked to your friends thanks to him. And that is giving you good benefits.

For the first time in his life, Eric Yuan, founder of the video conference company Zoom, entered the Forbes list of billionaires, with an estimated fortune of \$ 7.8 billion.

LET'S MEET ERIC YUAN

The son of specialized mining engineers, Yuan was born in Shandong province, China. After studying engineering at the Asian giant, he went to work in Japan for four years before buying a plane ticket to the United States.

Apparently inspired by a talk by Bill Gates, Yuan's challenge was to reach the richest country in the world to ride the wave of technological innovation that was growing in the mid-1990s in California.

They weren't waiting for him with the doors open, though. His visa was rejected eight times before he could finally get permission to live and work in the country.

This is how in 1997 Yuan reached the age of 27 to start a new life in Silicon Valley.

Although he spoke little English, it didn't take long for him to find a place where he could develop his skills.

He started working as a programmer at the WebEx firm. A decade later, the company was acquired by Cisco Systems, where Yuan became vice president of Engineering.

In 2011, the entrepreneur presented Cisco executives with his project to create an application for video conferencing that would not only work on desktops and tablets, but also on cell phones.

The idea was rejected and Yuan resigned from the company to **start his own business:**

Zoom.





HOW DID HE COME UP WITH THE IDEA?

"The first time I imagined Zoom was when I was a university student in China and I regularly took a ten-hour train to visit my girlfriend, who is now my wife", Yuan said in an interview with Medium.

"I hated those trips and used to imagine other ways to visit my girlfriend without having to travel. Those dreams eventually became Zoom's foundation", said the businessman.

THE CHALLENGE OF GETTING INVESTORS

After resigning from Cisco, it was very difficult for him to find investors who believed in his project. The resistance was anchored in the argument that this business was saturated and there was not really enough room for another competitor.

He had to borrow money from friends and family, according to the Financial Times. Still,

the expansion of smartphones and cloud storage technologies created the conditions for products like Zoom to be created.

Even his wife was not convinced, Yuan told Forbes. That was how that commercial trip led him to develop a platform aimed at facilitating long-distance business meetings in a very competitive sector.

THE JUMP DURING THE PANDEMIC

The firm began to grow until it opened to the stock market in April last year, successfully debuting on the Nasdaq.

Since then, Zoom's stock had one of the best performances in the cloud software category and managed to maintain the starting price of US \$ 62 even when the sector had a sharp drop in stock in September.

The company says it now has 300 million users a day, after a 50% rise in less than a month. Towards the end of the year things were going well, but the scenario changed radically when an outbreak of coronavirus began to spread throughout the world.

Amid the pandemic, financial markets sank, while Zoom's stock rose nearly 140% year-to-date.

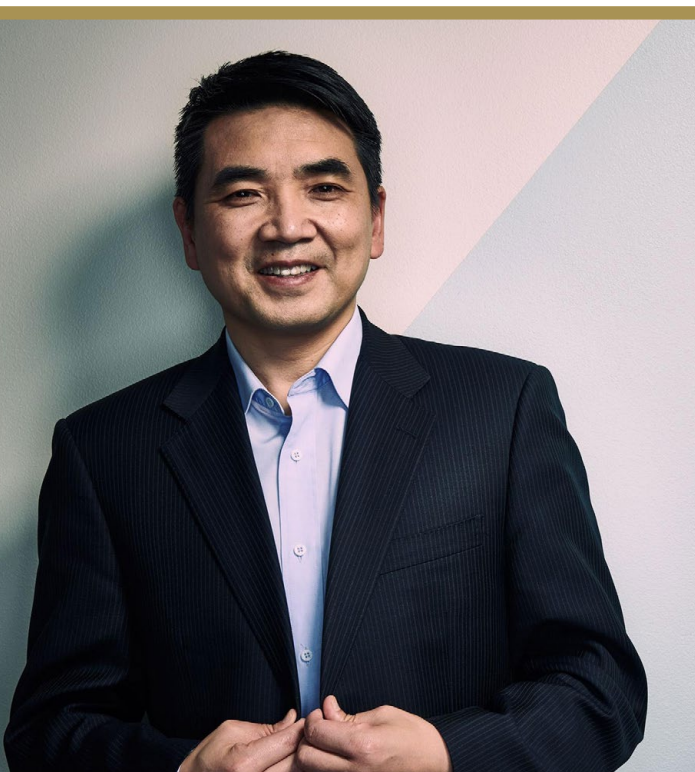
In December the company had 10 million users a day; In March 200 million; And so far in April, 300 million, according to data from the company itself.

Market estimates show that Yuan's fortune would have increased **more than \$ 4 billion in just three months** as a result of the confinement measures and the rise in demand for remote communication.

SIMPLE TO USE

Why did the company outperform other major competitors such as Microsoft Skype or Google Hangouts?

Experts from the technology sector





agree that the mass of the product is due to the fact that the service is simple to use, does not require the user to register, up to 100 people can join in the same conference and it is free (for calls of up to 40 minutes).

But as if it were a double-edged sword, that same ease of using the application exposed a gigantic **scandal in terms of security and privacy**.

"I AM DEEPLY SORRY"

Just as Zoom ceased to be exclusively a business tool and became **a massive application for all kinds of audiences**, the company was exposed to attacks and exposed its vulnerability. The press denounced cases of hackers who entered videoconferences and published offensive or pornographic content in a phenomenon known as "zoombombing".

And it was evident that the recording of the meetings was not secure either, since other people could access the material without any prior authorization.

British government has held meetings using Zoom during the quarantine.

New York Attorney General Letitia James forwarded a letter to Zoom asking if the company had implemented additional security protocols.

Parliamentarians, ministers, company directors and generally Zoom's institutional clients began



asking questions about the reliability of the service.

The threats and changes that the new generation of smartphones will suffer due to the coronavirus pandemic

Yuan said the service was designed for the needs of companies and was not prepared for a massive influx of customers.

He acknowledged that they had not met expectations for privacy and security.

"I am deeply sorry", said the businessman in a statement, while announcing the implementation of a series of measures to address the problem.

DISCUSSING SENSITIVE ISSUES BY ZOOM?

Graham Cluley, a British cybersecurity consultant, told BBC World that in recent weeks there has been strong scrutiny of the firm. Zoom has to deal with the security and privacy flaws that have been detected in its service. Some of those researchers have found troubling security flaws.

However, the company has responded by releasing software updates and other security measures

"Zoom may not yet be the ideal platform for high-ranking politicians discussing sensitive issues, but for the vast majority of people, it is not a bad choice", says Cluley.

Also in recent weeks other companies have begun to deploy their strategies to gain more space in the market.

A few days ago, Facebook announced the launch of Messenger Rooms, a service that will allow virtual meetings of up to 50 people with no time limit.

What is not known is whether the success of Zoom at a massive level will allow it to maintain or increase its business customer base, what new strategies will be deployed by competitors and to what extent the demand for this type of services will return to its pre-pandemic level.

XBOX SERIES X:

HOW BIG IS IT COMPARED TO XBOX ONE AND WHAT'S DIFFERENT?

Although Xbox Series X won't arrive before the end of this year 2020, the trade press has already managed to get its hands on the console. Xbox Series X has a particular shape, it has already been seen during official presentations, and a series of technical features never seen before in the history of consoles. **But how big is it and what's different from Xbox One?**

In this regard, Digital Foundry comes to our aid with an eloquent video in which it compares not only the dimensions, but also the different hardware components present in the two different platforms. Among the various discoveries,

Xbox Series X actually has two motherboards; these are mounted on both sides of a solid piece of aluminum. A heavy heat sink consisting of a copper steam chamber and an aluminum heat sink thus allows for cooling.

Other important components like the power supply and the 4K UHD Blu-ray are inserted in position before the last piece on top, that is the fan.

Let's analyze every component of the next-gen console in detail: it is worth taking a look to understand how the various hardware pieces work together and why this form was chosen.

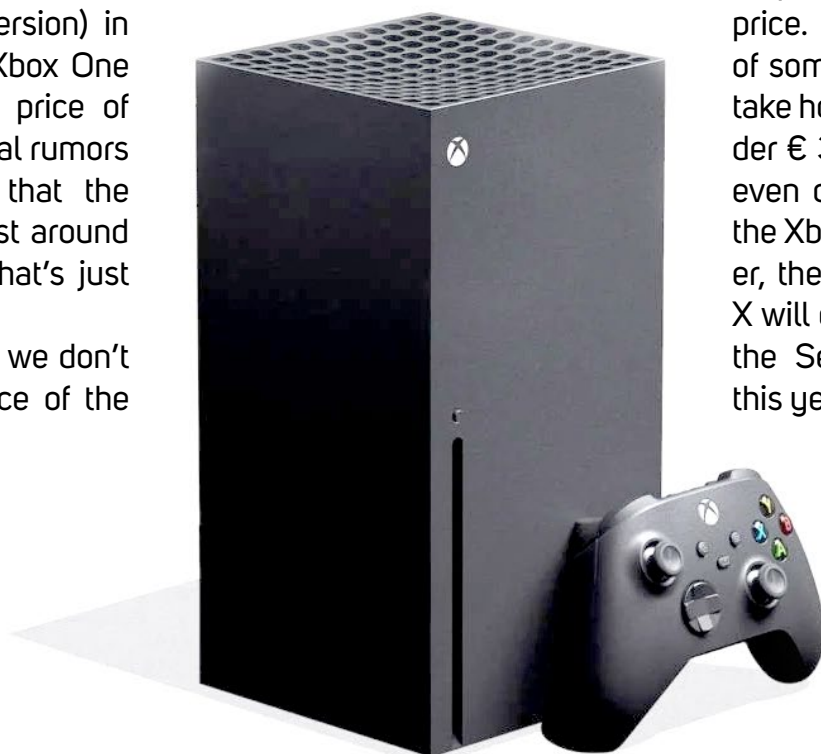
XBOX SERIES X VS XBOX ONE X: PRICE

Both Sony and Microsoft have not yet released official pricing information, but there are good reasons not to. For those wishing to purchase a next-generation console, the price of the Xbox Series X and PS5 was the most important factor in a Twitter survey. Both companies do not intend to repeat the mistakes of the PS3, which was presented at 599 euros (in the 60 GB version) in 2006, or of the Xbox One presented at the price of 499 euros. Several rumors have suggested that the new Xbox will cost around 500 euros, but that's just speculation.

In other words, we don't yet know the price of the

Xbox Series X, but the Xbox boss, Phil Spencer, pointed out that Microsoft won't make the same mistake with the new generation of consoles. Speaking to The Verge, Spencer said he plans to give the new console the right price, so expect more competitive value for money this time.

Today, of course, you can buy an Xbox One X at a lower price than the presentation price. By taking advantage of some promotions, you can take home a One X for just under € 300, including perhaps even one or more months of the Xbox Game Pass. However, the price of the Xbox One X will drop even further when the Series X launches later this year.





XBOX ONE X VS XBOX SERIES X: TECHNICAL FEATURE

The leaked details of the technical specifications of the Xbox Series X are becoming more numerous and paint an exciting picture for the new generation of games.

Here's what we know so far:

- **CPU:** Custom designed AMD Navi / Zen 2
- **GPU:** 12 teraflops
- **Frame rate:** 120 fps
- **RAM:** GDDR6
- **Resolution:** Up to 8K
- **Optical:** Disco
- **Memory:** SSD

With a 12 teraflop GPU capable of reaching 120 fps, the Xbox Series X would be twice as powerful as the One X. It also has dedicated processors to support ray tracing, the technology dedicated to lighting management available right now. Only on cutting edge graphics cards.

The Series X SSD opens up all kinds of possibilities: part of its storage system could be used to reduce loading times up to 40 times and the Quick Resume function could allow users to switch to new games without waiting for the loading of the Screens.

These instead are the Xbox One X specifications:

- **CPU:** 2.3GHz eight-core custom AMD
- **RAM:** 12GB GDDR5
- **GPU:** 6 teraflops at 1172 MHz
- **Resolution:** 4K
- **Memory:** 1TB HDD

The technical specifications of Xbox One X confirm that it is the most powerful console currently available on the market and is the best way to play in native 4K and HDR (excluding gaming PCs). However, the 1 TB mechanical hard drive limits performance: it is slow and can only contain a few triple A titles. In any case, for those who want to have the best of the best at the moment, there can only be one winner: **the Xbox One X.**





XBOX SERIES X VS XBOX ONE X: GAMES

Besides Halo Infinite, Hellblade 2 and Cyberpunk 2077, there isn't much else to be excited about in terms of confirmed games for the Xbox Series X. The titles confirmed at the time of writing this article are:

- Halo Infinite
- Cyberpunk 2077
- Gothic
- Senua's Saga: Hellblade 2
- Outriders
- The Lord of the Rings: Gollum
- Gods and Monsters
- Rainbow Six Quarantine
- Watch Dogs: Legion

The promise of the high-level technical specifications of the Xbox Series X, in combination with the Xbox Game Pass, however, offers the first users a ready-made library that benefits from faster uploads, better graphics and higher resolution.

XBOX ONE X VS XBOX SERIES X: THE VERDICT

The Xbox Series X is getting more and more interesting, although we still don't know if it will actually be the most powerful console of the year. The graphic power combined with the excellent Game Pass subscription service could make fans very enthusiastic.

The few titles available at the launch of the Series X, however, may disappoint someone, but thanks to the Game Pass and backwards compatibility we believe that there are no reasons worth complaining. Furthermore, one should not underestimate the Smart Delivery technology, which allows you to play and update the titles of One X for free on the new console.

In all likelihood, the price of the One X will plummet when the Series X arrives, so buying one now might make little sense. According to the current landscape, perhaps it would make more sense to even buy an Xbox One S, even if it is less powerful. In summary, it may not nec-

Backward compatibility has been confirmed.

Users will be able to play the old titles on the new model, but Microsoft has gone a step further with Smart Delivery. Consider this an "early compatibility", meaning that when you buy a compatible game, it is unlocked on all supported hardware types. For example, Cyberpunk 2077 supports Smart Delivery technology, so if you buy the game for Xbox One X you can also play it for free on the Xbox Series X.

This means that if you have purchased several games for One X with Smart Delivery support, you already know that they will be compatible with the Xbox Series X. We are talking, for example, of Halo Infinite, which will be available on the launch day.

Until then, **there are many Xbox One X games that can be enjoyed in 4K**, such as Assassin's Creed Odyssey, Metro Exodus and Forza Horizon 4. Thanks to backwards compatibility, many current and previous games should also be available on the Xbox Series X.

essarily be a battle between Xbox One X and Xbox Series X, with Microsoft seeming to ensure a smooth and flexible transition between consoles for those who want the best of the best from an Xbox.





MOTOROLA UNVEILS

EDGE SMARTPHONES

Motorola unveils its new top-of-the-range smartphones. In an online presentation, the company shows the **Edge and the Edge +**, which are characterized by the performing photographic sector and a sensitive curvature of the screen. The 5G devices were expected at the MWC in Barcelona, the mobile phone fair which was scheduled for the end of February and was canceled due to the coronavirus.

The two smartphones both mount a 6.7-inch OLED screen with 90 Hz update and a small hole where the 25 megapixel front camera is housed. The display has curved sides at an angle of almost 90 degrees, creating two side edges with customizable functions. By swiping your finger up or down, for example, you can consult the notification panel or switch from one app to another. When not using the phone, the edges light up showing the battery charge status, incoming calls, alarms and notifications.

The Motorola Edge + is the most powerful. The photographic sector has a main 108 megapixel lens flanked by an 8 mp telephoto lens, an ultra-wide-angle 16 mp with Macro Vision and Tof sensor. Record video in 6K, with optical and digital stabilizer. Under the hood is the 5G Snapdragon 865 processor, Qualcomm's best, along with 12 GB of Ram and 256 GB of internal memory. The 5 thousand mAh battery promises two days of autonomy. Presented in the colors Smoky Sangria and Thunder Gray, it will be available in Italy in May at a price of around 1,200 euros.

Cheaper the Motorola Edge, with Snapdragon 765 processor, 4 or 6 GB of Ram and 128 GB of memory. On the back it has a 64 mp main camera, an 8 mp telephoto lens, an ultra wide angle with 16 mp Macro Vision and Tof sensor. The battery is 4,500 mAh. In the colors Midnight Magenta and Solar Black, it will reach 700 euros in May.

MOTOROLA EDGE +

Edge + is the top range of Motorola that we haven't seen for a few years, equipped with a 6.7' OLED display in 21: 9 ratio and HDR10 + certified, which Motorola defines as 'endless' due to the angle of almost 90 ° on both sides. To move it all we think the Snapdragon 865 assisted by 12GB of RAM type DDR5, the internal memory is 256 GB of type UFS 3.0 connectivity is complete, present both 5g (mmWave + sub-6Ghz) and WiFi 6, Bluetooth 5.1, NFC and USB 3.1 Type-C port. In the back there are 3 cameras: a 108MP f / 1.8 main sensor with Quad Pixel technology, an 16MP f / 2.2 Ultra-wide angle

sensor and an 8MP f / 2.4 Telephoto lens, the front camera is a 25MPf / 2.0.

Motorola Edge + **is capable of recording** videos up to 6k / 30fps or 4K / 30fps resolution with the main camera, 4K / 30fps using the Wide Angle and FHD / 30fps with the Telephoto lens.



The battery is a 5000 Mah that can be recharged quickly up to 18W via cable, 15W Wireless and has the ability to share its charge by delivering a power of 5W.

The operating system is Android 10 with MY UX interface that integrates the motorcycle experience to which we were accustomed by adding various functions including the possibility of creating personalized themes and 'Edge Touch' that uses the curved edges of the oled panel to activate gestures that allow To consult the notification panel or switch between applications. Also interesting is the new game mode "moto Game" which allows you to turn the phone sideways and use two additional customizable buttons on the upper edge of the screen for a four-touch contemporary gameplay similar to that of a console.



MOTOROLA EDGE

Edge is in all respects the slightly castrated younger brother of Edge +. The display is the same unit used by the older brother but lacking the HDR10 + certification. To move everything here we find the snapdragon 765 assisted this time by 6GB of RAM and 128GB of internal memory. The main camera switches to a 64MP f / 1.8

Motorola Edge is capable of recording videos up to 4k / 30fps resolution with the main camera, 4K / 30fps using the

Wide Angle and FHD / 30fps with the Telephoto lens.

The battery is a 4500 Mah that can be quickly recharged up to 15W via cable.

The operating system is also here Android

10 with MY UX interface that integrates the motorcycle experience to which we were accustomed by adding various functions including the possibility of creating customized themes and "Edge Touch" which uses the curved edges of the oled panel to activate gestures Which allow you to consult the notification panel or switch between applications. Also interesting is the new game mode "moto Game" which allows you to rotate the phone sideways and use two additional customizable buttons on the upper edge of the screen for a four-touch contemporary gameplay similar to that of a console.



MAY YOU LIVE

IN INTERESTING TIMES



- KAZI NAJIB ASHRAF IS MY THREE YEARS OF MOBILE CONSULTING IN THE DUBAI AIRPORT FREEZONE
- TRADE BARRIERS AND REGIONAL TAXATION ONLY BRINGS OPPORTUNITIES FOR THE BUSINESS COMMUNITY. HOW TRADERS ADAPT TO THE NEW REALITY WILL DEFINE THEIR SUCCESS FOR DECADES TO COME.

"May you live in interesting times". This Chinese curse - reserved for their most notable adversaries from ancient times - seems to have dawned for the current inhabitants of the blue planet.

A bouquet of interesting events has been unleashed for the past three months with the pace not subsiding anytime soon.

There is so much on the plate to discuss, hence I thought of a monologue for what might come to us in the world of tech.

But first let us check the international happenings in the world of business, that we underlined in our most important headlines from the last issue.

Zoom had a windfall with the sudden episode of the pandemic, taking its valuation to unimaginable heights. However, in a flurry of confusion, investors jumped on trading the stock of Zoom Technologies, a worthless penny stock rather than the one for the original company called Zoom Video Communications that had a super successful IPO. Zoom Technologies' ticker symbol is ZOOM while the one for Zoom Video Communications uses ZM. A simple mistake in the frenzy of the time and a simple oversight, that took the ZOOM stock up by 5,400%. Other interesting events such as a -36\$ futures oil trade in business was another such incident that would make the time memorable for generations to come in business vocabulary.

Elon Musk, the Prince of California, seems to be high on something strange, as he has been unleashing tweet storms plunging his company shares to all time lows. Basically telling him that his job was about to be obsolete, Musk confessed to a US Airforce official that Fighter Aircrafts would be replaced totally by drones in a few years, also predicting that language would also disappear by 2025. The weird factor in Silicon Valley is not subsiding and almost on a daily basis there are sure shot and mind-boggling news. Before I forget, Musk also opened the Tesla factory defying the lockdown by threatening to move the factory elsewhere, so much for privilege. By the way, did you get to hear about X Æ A-12 Musk? No, that's not a new Space X Project, but the name of Elon Musk's son born during the great pandemic of 2020! While people are still struggling to learn how to pronounce it, I totally emphasize with the guy when he will go and face his friends at school. Lockdown - we must admit - did effect people after all.

In the same light, **the CEO of Boeing** - after getting drowned in Government Relief funds that he had conveniently used to buy back shares - decided to inform the Airline Industry that most major US carriers would be out



of business in the near future; this didn't really go well for the leadership as well as Wall Street, and I am still wondering how the ticker for Boeing still shows green.

On a serious note now, the tech Industry is having a wild earnings season and there are clear moves made in directions to ensure that the future is already adapting to the "new normal", the normal of fear based work or whatever we are going to label it.

In the meantime, three areas are being highlighted that would be in the front lines for the coming time:

iOS or Android, iOS or Windows? A constant struggle that has always been brewing within organizations that are fenced once adapting a new solution. Any new updates or advancements require expensive upgrades or even exchange of equipment or software costing millions as well as a loss of time and energy. Businesses are looking for versatile solutions today that are interoperable and scalable. Add on's are simply integrated in running systems and a seamless work environment is never disrupted. The year 2020 brings forth tech both in hardware and software that do not lock in their customer but rather compete on its own excellence.

There was already a major change happening on how **CAPEX had been allocated even with regards to office space.** The same shift is coming into Tech with a lot of organizations avoiding an outright purchase of office equipment and software. The rental / subscription business has taken off making the whole paradigm into OPEX getting major savings in terms of cash flow. The power of cloud computing has come into play making it a major revenue earner for companies like Microsoft, Amazon and Ali Baba. The other, unlike Industry cloud would impact after the Pandemic, would be office space, as more people would decide to work from home. Twitter is already contemplating getting its people to work flexibly on a normal bases.

Real-Time Location Systems (RTLS) cannot take a leak without your boss knowing about your whereabouts? Well, that can be one of the functions, but this is not



why it had been designed for. 5g makes real time monitoring of individuals and equipment a reality, and with the winds of the Pandemic it has become even more important to know the location of workers. Individuals working in challenging locations and their whereabouts, in accordance with distances, can now be seen and alarms sent out instantly. Processes that are too slow can be localized, isolated and worked at quickly. Losses and part thefts with miniature eco tags or nano tags imbedded in them can easily be traced. The benefits of 5g are way more important than downloading movies in a few seconds - by the way, consumers need more information to sway them off the conspiracy theories.

PPE, Contactless Payment Systems as well as advancements in AI would accelerate the advent of more automated manufacturing and lean Supply Chains.

Mobile Phones, the notion of bringing your own device (BOD) is a mantra, and employees would demand their organizations to provide them with the latest and the greatest ones, so an upsurge would be in the B2B business prompting organizations to move more towards the OS that offers flexibility.

Let the interesting times roll.....



PC ENGINE CORE GRAFX MINI:

ONE OF THE BEST MINI CONSOLES EVER

Those who are born in the '80s grew up reading video game magazines such as Game Power and Consolemania. Back then, magazines were not only a way to choose which titles to buy, but also to learn about what was going on across the galaxy of consoles and home computers. In the pre-internet era, we lived in a smaller world, where the availability of products was not dictated by Amazon, but by the choices that made up the inventory of the neighborhood shop. In the early 1990s we lived in a world made of Master System, Megadrive and Super Nintendo, with a few splashes of Atari, Commodore and Amiga at some friend's house. A splendid world, it is clear, but that did not tell the complete story of one of the most dense and significant moments in the history of video games.

The magazines talked about everything: dream machines like the Neo Geo, vanguards of virtual reality, prototypes for CD-ROM versions and consoles from distant

lands, such as the PC Engine. **We saw it on the pages of Game Power**, with its beautiful shooters and that white controller that seemed to come out of a parallel dimension. We dreamed of trying it, if only to see it in passing from a neighbor or in a shop, but it didn't seem to exist.

The PC Engine was an elusive unicorn with many names: it had an American counterpart known as TurboGrafx-16, but also a second Japanese revision, no longer white, with a providential AV output, called CoreGrafx. And then came the add-ons with the CD, which created wonderful industrial design Voltrons and hybrids like the PC Engine Duo. Some models had a limited European distribution, especially in France and England, but in the vast majority of cases the NEC console was reserved for those who had access to the import market, which for obvious reasons was barred to a child like me.

BACK TO THE FUTURE

With a dizzying fast forward of 38 years we reach 2020. Of all the retro consoles we have gained over the years, the PC Engine is the

one that has given us the most joys, because it has given us access to a catalog of games never seen and heard. It's like a capsule of Japan from the early nineties, full of incredible shooters, crazy platformers and amazing RPGs. They are difficult games, sometimes angular in their Japanese sensitivity without filters, but we can say without fear that they have enriched us as a player. **The PC Engine was also the back console that gave us more headaches.** The games are expensive and difficult to find, the machine produces an RF signal that punches up with modern TVs, un-





less
you retrieve
an add-on that transforms
the output into AV. And at that point you
still need an upscaler! Not to mention the full
size of the CDs, which arrived in the second
phase of the console's life.

CD players of the time are no longer as reliable as they used to be, discs deteriorate, games cost even more. We always recommend to those who can recover the original consoles, but with the PC Engine we feel like doing it only with the most dedicated enthusiasts. It's an incredible system and we are very happy to have it, but it causes many headaches, which could discourage most people.

Here takes over the PC Engine Core Grafx mini, the last machine to enter the ring of mini consoles.

Aes-
thetically, it follows in the footsteps of the SNES and the Megadrive Mini, with a scaled-down version of the original and a faithful USB replica of the controller. **We think that the phenomenon of mini-consoles** is a double-edged sword, which on the one hand promotes retro-gaming among the new generations, while on the other it produces tons of plastic and electronic waste for a service that could be made available safely online (as Demonstrate recent SNES apps on Switch). In the case of the PC Engine mini, however, we feel like turning a blind eye, both for the lack of availability of the original console and for the excellent execution of the mini version.

GAMES AND LOYALTY

Let's start with the most important thing, namely the selection of games. From the practical interface, modeled without shame on that of the SNES Mini, it is possible to select the PC Engine for Japanese products, and the TurboGrafx-16 for international ones. There is a total of 57 games (32 for PC Engine and 25 for TurboGrafx-16, with five "duplicates" available in both versions) drawn from all ages of the console.

There are games on Hu-Card, the original format, titles on CD, others that require the arcade card and even works for the SuperGrafx (unfortunate successor to the PC Engine, which saw only 5 exclusive games). There are timeless masterpieces, such as the Bonk saga, Castlevania: Rondo of Blood, Spriggan Mark 2, Lords of Thunder, Bomberman '94 and the two Neutopia, excellent conversions of shooter and platform arcade, but also Japanese quirks like Star Parodier and Cho Aniki.

As always it is impossible to have an impeccable and free of gaps list, but the selection work done is commendable. There are all the symbolic titles of the console and above all there is not enough content for months and months of intense play.

Unfortunately, a great missed opportunity remains, namely Snatcher, a splendid cyberpunk adventure by Hideo Kojima, available only in Japanese, and as such accessible only to those who know the language. The game never came out in English for PC Engine, but several localized versions arrived in the following years. Implementing the translation would have taken a lot of work, but it would have added a real killer app to the console.

A note of merit also goes to the emulation, curated by M2, a study that has already demonstrated its skill in the field. It doesn't seem to come across bugs, graphical errors and latency problems. Everything works as it should, even in the case of more complex CD games. Considering that the scene of homebrew emulators for PC Engine is much more backward than that for Megadrive, SNES and similar, the result is remarkable.

The USB controller is absolutely identical to the original, and is perhaps the most faithful among the reproductions of the mini console. It has the convenient autofire with variable speed on both keys, and as a bonus it works great even if connected to a modern PC. The real pity is that there is only one in the package, chosen partly justified by the single-player nature of most of the catalog, but made bitter by the presence of Bomberman '94, one of the most beautiful multi games of all time (And which supports a dedicated multitap, sold separately).

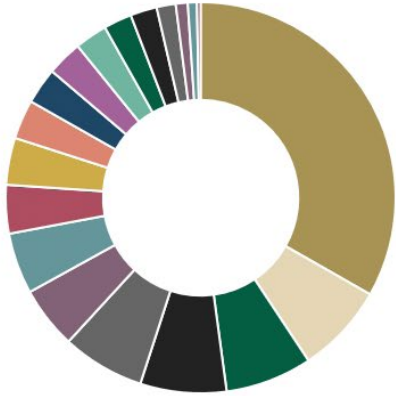
The PC Engine Core Grafx mini is therefore a small console with a large lineup, with a strong historical and cultural value that for geographical reasons far exceeds that of the other mini consoles released so far. If you want to fill a gap and teleport to a 1991 Japanese bedroom, take a seat. And while you're at it, check out the anime High Score Girl on Netflix, where PCE dominates.





MAY 2020:

TOP PRODUCTS



PHONES	3215
STORAGE	720
AUDIO	696
USED	691
TABLETS	662
BROWN	498



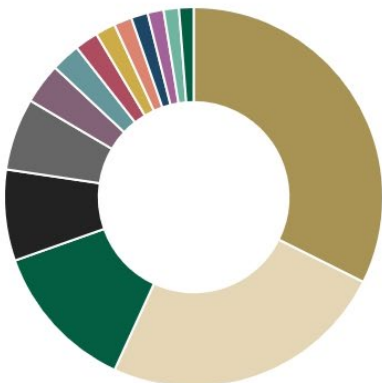
TOP BRANDS

Samsung - **6621 (s)**
 Apple - **4711 (s)**
 Xiaomi - **2810 (s)**
 Huawei - **1790 (s)**
 LG - **1039 (s)**
 Sony - **771 (s)**
 SanDisk - **696 (s)**
 Masks - **387 (s)**
 Oppo - **353 (s)**
 Motorola - **346 (s)**

TOP MODELS

Airpods 2019 - **249 (s)**
 iPhone 7 32GB - **243 (s)**
 Galaxy A10 - **239 (s)**
 iPhone 11 64GB - **234 (s)**
 Redmi Note 8 - **226 (s)**
 Redmi Note 8 Pro - **218 (s)**
 iPhone 8 64GB - **216 (s)**
 Galaxy A40 - **209 (s)**
 iPhone 11 Pro 64GB - **207 (s)**
 iPhone 11 128GB - **194 (s)**

TOP MANUFACTURER



SAMSUNG	37732
APPLE	28535
XIAOMI	14843
HUAWEI	9038
LG	7162
SONY	4034

APPLE AND 5G STRUGGLES

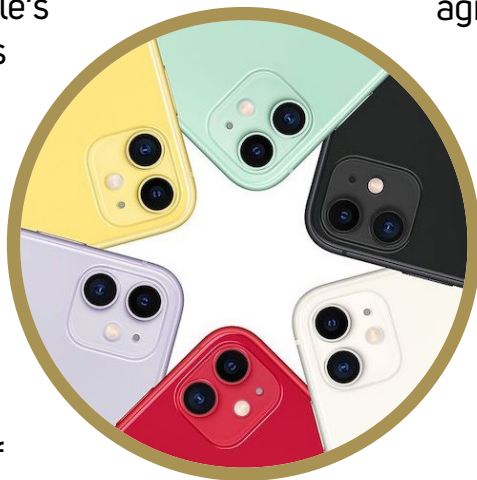
FOR NEW IPHONE 12

The new device was expected in the autumn. But according to the Asian press, the company is assessing the impact of the coronavirus pandemic on the production chain and global demand. The decision by May.

Apple is preparing to postpone the launch of the next iPhone 5G, scheduled for the autumn, of a few months due to the coronavirus pandemic which is creating problems both for the production and distribution chain and for the global demand for consumer goods.

According to the Nikkei Asian Review, which has collected market rumors, the pandemic would have overwhelmed the programming capacity of Apple's products, causing difficulties for both production and diffusion across the planet. In addition, the risk for Apple would be to find itself in a situation of sharply slowed down demand at the time of the launch of its 5G device.

According to sources collected by the press, a series of top meetings are being held in Cupertino to decide on the possibility of postponing the launch of iPhones probably equipped with 5G connectivity. Usually Apple presents the products that will become the key to purchases during the Christmas period during September with an event reserved for the press.



The iPhone has so far not exploited the new 5G technologies.

Apple is at least a year behind its two main rivals, Samsung and Huawei, at

least from this point of view. Even the recent introduction of the new generation of iPad Pro, Apple tablets this year equipped with an enhanced photographic sector and a Lidar sensor for augmented reality, are equipped with traditional 4G and WiFi connections.

At the beginning of the calendar year, Apple usually plans to finalize the iPhone project which will be marketed in September, and in the following months its production chain, composed of subcontractors all over the world who supply the components and assemblers who proceed to the **Final realization of the appliances**, their packaging and storage pending shipment, is active in these weeks.

The company usually starts a very large machine that prepares up to 100 million appliances (according to rumors) pending purchases during the Christmas period, between the black friday in October and the Christmas holidays in late December.

This year's goal for Apple was to make four different iPhone models, sources in the Asian press say, and prepare a very large contingent of devices to be distributed in the different geographical areas where the company is present. Now, however, Apple is monitoring both the problem of the interruption of the supply chain and the stop at the plants of the producers (Foxconn and Pegatron, among others) but also that of international demand.

The total blockade of many European countries and the situation in the United



States, the two largest markets that together make up about half of the iPhone sales, would pose a very difficult problem to understand whether a postponement of the production start is necessary or not.

Inside the company, the situation is not very clear: the shops are closed, apart from the USA, and the employees of the Cupertino headquarters also work from home with no indication of a deadline, according to the indications of the governor of California where Apple is based. According to a source, until California allows non-essential service employees to return to work in the office, it will not be possible to finalize the launch of the iPhone.

The problems of the next generation of iPhones, however, are not just about the timing of its release. According to other sources, there were also technical problems due to the interruption of factories in China and technology suppliers in Asia. In particular for the newer and more delicate part of the phone, i.e. **the blocking of 5G**. The compa-

ny was supposed to send hundreds of engineers back and forth between the American headquarters and the different Asian design and production centers, but the blocking of flights and the closure of some areas of China and then the rest of Asia have severely limited or Even prevented this exchange essential to the progress of the design.

According to other sources in the Apple supplier chain, some of these companies have received orders to postpone production for two or three months. This could indicate that the launch could be the same but with a limited number, and that the phones would be produced and distributed with the drop-per at least in the first few months, **to reach full production at the beginning of 2021**.

According to IDC analyst Joey Yen, if Apple and other companies plan to delay the launch of their products because it sees a weakening of demand, the problem may not be so much the production chain as the structural weakening of the whole economy.

NEW TRENDING

TECH 2020

Latest generation smartphones and earphones. Home gadgets and personal well-being. Polaroid and updates for Windows. Here is the best of electronics and hi-tech in the coming weeks.

The coronavirus emergency forces technology giants to review their plans, including canceled events and postponed new product presentations. But the technology does not stop: here are some of the novelties of this early spring.

1. APRIL ON ALL SMARTPHONES

In Spring there will be news on smartphones. On April, streaming on YouTube or on the OnePlus website, the **OnePlus 8 and 8 Pro** smartphones have been announced. Among the most anticipated are also **Honor 30 and 30 Pro**, mid-range smartphones presented on April 15th. Meanwhile Huawei expands the family of P40 devices: **Huawei P40 and P40 Pro**, while for

the P40 Pro Plus we will have to wait until June (recommended price € 799.90 and € 1049.90). Apple, however, could unveil iPhone SE (2020), whose presentation was already postponed: 4.7-inch display, latest generation camera and a competitive price (around 500 euros) compared to the rest of Apple's smartphones.

2. SONY HEADPHONES AND EARPHONES

Two new latest generation products for Sony, which announces the **WF-XB700 earphones** and **WH-CH710N headphones**, both equipped with "Extra Bass" technology, in favor of a more immersive listening experience. True wireless earphones are water resistant and enjoy a battery that lasts up to 9 hours (18 in total, considering the charging case): blue and black at a price of \$ 129.99. The over-ear headphones with noise cancellation via artificial intelligence and dual microphone to optimize the conversation, guarantee a battery life of 35 hours. At \$ 199.99, in the black version only.



3. MARSHALL'S SMART SPEAKER

An intelligent speaker that interacts with both Alexa and Google Assistant. At the user's discretion. It is the gimmick of **Marshall**, the leading brand of audio components loved by musicians, which offers a smart speaker capable of supporting the Alexa voice

assistant and, soon, also Google Assistant of Big G. Marshall Uxbridge Voice is designed for music lovers : Supports AirPlay 2 and Spotify Connect and includes an app for sound equalization. With an exquisite vintage design too.



4. AREBO, THE BODY AND HAIR DRYER

Take a shower and be perfectly dry in 3 minutes, thanks to Arebo. At first glance it looks like an ultra modern scale, in reality **Arebo** is a platform capable of drying a person's body after a shower, including hair, in no time. To launch the body dryer is the Korean company Miracle Healthcare that with the device promises to save time and money: forget the mountains of

towels to be washed every day, with Arebo you just have to get on the platform to activate the jet of hot air which, according to the company would consume less than a common hairdryer, leading an average American family to save around \$ 3 a month. To have it at home you will have to be patient, but you can already book it online.

5. OFLEXISPA, HI-TECH PEDICURE

Does the Covid19 emergency force us home? Well, then, personal care gadgets are welcome: **oFlexiSpa** is the high-tech foot bath device designed by the Chinese company Naipo, which has relied on Kickstarter for the launch. OFlexiSpa is designed for the comfort of the feet and legs and is the first intelligent steam massager in the world, which brings relaxation to a spa within the walls of your home. It costs 110 euros and is activated with a glass of water in just 30 seconds: by pouring 200 milliliters of water into the dedicated space, you can enjoy 20 minutes of massage session.



6. HEADPHONES AND SMART WORKING

The EPOS products, a Copenhagen-based company that works in the audio universe applied to the world of business and gaming, offer a new listening experience. Among the ideal flagship products in this moment of explosion of smart working are the **Adapt 600 Series**, Bluetooth headphones with noise cancellation and artificial intelligence aimed

at ensuring clean and natural communication. At 399 euros. EPOS's hi-tech headphones are designed to optimize web conferences and video calls and combine advanced technology and modern design, in order to provide users with comfort and clear sound, thanks to the isolation of external noises and a voice improvement system .

7. WINDOWS 10 TOWARDS THE UPDATE

Microsoft Corporation is preparing to launch an important update for **Windows 10**. Renewed installation process for cloud use of data (which allows the system to be updated despite insufficient space on the device), redesign of the Start menu, targeted optimization of the File indexing are just some of the new features provided by the 2004 update for Windows 10, also known as

April 2020 Update or 20H1.

Meanwhile, Microsoft announces that, due to the surge in smart working due to the coronavirus emergency, the company will focus on security updates (setting aside the optional ones usually released) to ensure privacy and stability for home PCs, which tend to be more vulnerable to external attacks than the corporate ones.



8. POLAROID NOW, LIMITED EDITION



Launched in late March, the new range of instant analog cameras, **Polaroid Now**, will drive nerd vintage lovers crazy. Equipped with a new generation autofocus lens system and an attractive design, it is available for a limited period in the five color variants that recall the logo (red, orange, yellow, green and blue), in addition to the more classic black and white versions. The brand

debuted more than eighty years ago on the market and intends to remain there for a long time.

In the 70s Polaroid revolutionized the branding rules with the introduction in the product portfolio of a range characterized by bright colors Rainbow. 2020 marks a new chapter in the company's history: to celebrate this heritage, while looking at the future at the same time.

9. VIDEO GAMES UPDATES

Game consoles can brighten the cloistered period to which we are called. **Many new titles are coming for video game enthusiasts:** among the most anticipated we remember the remake

of Resident Evil 3 for PS4 and Xbox One and the first chapter of Final Fantasy VII Remake. The horror survivor Daymare: 1998 and Moto GP 2020 are also on the way.

10. FITBIT CHARGE 4 FOR POST CORONAVIRUS

Once a leader in the field of sports wearables, today Fitbit has to face fierce competition. To do so, it is renewed: **Fitbit Charge 4** boasts an integrated GPS system, Spotify control from the wrist, tracking of the most intense workouts, an enhanced battery that lasts up to seven days (in addition to sleep monitoring, guided breathing sessions and To the common functionalities of traditional fitness trackers). Cheaper and more casual design than competitors, it could be the ideal purchase as soon as the health emergency we are experiencing ceases, when you can resume playing outdoor sports. Avail-

able for pre-order, commercially worldwide from April 2020.





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TRACING APPS FOR COVID19:

AUSTRALIANS LEAD THE WAY, APPLE AND GOOGLE FOLLOW

Over a million Australians have downloaded a coronavirus contact finder within hours of the government's release.

The **COVIDSafe smartphone app** uses a Bluetooth wireless signal to exchange a "digital handshake" with another user when they are 1.5m (4.9 feet) away. The application then registers this contact and encrypts it.

Users will be notified if they have had more than 15 minutes of close contact with another user who has tested positive.



Australia has recorded 6,694 confirmed coronavirus cases and 80 deaths, according to data from Johns Hopkins University.

The rise in infections has slowed considerably in recent weeks, with only 16 new cases registered (April 26th).

The application, based on the one introduced in Singapore, went online at 18:00 (9:00 CET), and Health Minister Greg Hunt confirmed the download data on Sunday evening.

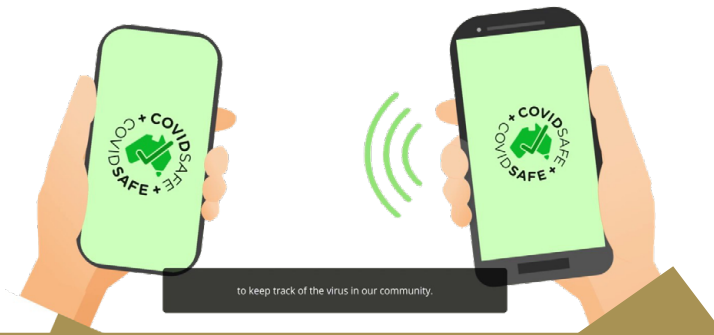
WHY ARE THERE DOUBTS ABOUT CONTACT SEARCH APPS?

Prime Minister Scott Morrison said that social restrictions could be eased if enough people were using the app. **The government said** that for maximum efficiency, about 40% of the population should dump it.

Among concerns about confidentiality re-

garding who will have access to the data stored on the app, the government has stated that only state health officials will be eligible. **The data will be stored in Australia** and the Minister of Health said that not even a court order would allow other authorities such as the police to access it.





WHAT IS CONTACT TRACKING AND HOW DOES IT WORK?

Protections have not yet been incorporated into legislation, as the Australian Parliament does not meet regularly. **The app asks users to indicate their age group**, mobile phone number, postal code and name, which can be a pseudonym.

The government has stated that all data will

be deleted after 21 days or when someone has deleted the application from their phone.

The Australian states of Queensland and Western Australia said they would ease the rules on social distancing this week to allow for larger outdoor gatherings, but the state of Victoria will continue with stricter restrictions

APPLE AND GOOGLE ACCELERATE THE CORONAVIRUS APPLICATION PLAN

Apple and Google work on a Contact Tracing technology that will identify the people who have come into contact with the infected, so as to isolate them before they can infect others in turn. This is a great opportunity of our times made possible by the pervasiveness of telecommunication systems, but it also hides many pitfalls, and someone **is already shouting at Big Brother**.

The United Kingdom was one of the fastest-growing countries to confirm the use of user

tracking technologies in the health sector that Apple and Google are working on. Thanks to them, we will be promptly notified if we have come into contact with people infected with Coronavirus.

Matt Hancock, UK Secretary of State for Health and Social Affairs, said at the press conference that the NSH "works closely with the world's leading technology companies" on this initiative in the hope of finally tackling the epidemic Of Coronavirus that ravages the world.

CONTACT TRACING: HOW DOES IT WORK?

Using the Bluetooth module present in all smartphones in the world, operating systems will send coded messages to nearby devices, and record their response. In theory, Cupertino and Mountain View ensure that these data will not contain any type of personal information that can be used to trace their identity; this should ensure user privacy.

Just install the NHS app on your phone, and forget it; monitoring will take place in the background and continuously. As soon as a user is marked as infected by the system, the entire network of contacts in the last 14 days is loaded into a secure database of the health system. This will

allow you to warn such contacts of the risk.

The NHS explains it this way: if at some point you feel unwell, and experience the symptoms of Coronavirus, you can safely declare it with this new app. Then, the app will send an anonymous notice to other app users with whom you have come into significant contact in the last few days, even if you were asymptomatic, so that they can take appropriate measures.

All data will be managed in accordance with the highest ethical and safety standards, and will be used exclusively for research and treatments provided by the NHS. Besides, we won't keep them for longer than necessary.



CONTACT TRACING: IS IT SAFE?

Maybe, but in the meantime some doubts are legitimate. First of all, in Korea and Taiwan, where it is already in use, this system has created much anxiety, since it is neither super-precise nor a sentence: passing close to the patient does not necessarily imply an infection.

And then, who guarantees that each user will voluntarily install the tracking app, and that they will always keep their smartphone with them? **And who keeps the data?** And what happens if the database is violated, and someone manages to illegally use the huge amount of information it contains?

World-renowned privacy expert and popularizer Jaap-Henk Hoepman speculates on some more hideous scenarios. Once the system has been run in, how do you keep it from becoming more pervasive? **And it offers some concrete examples:**

The police could study the contacts made by a murder victim: it would be enough to report the victim as "infected." At that point, even those who sat on the bus next to the victim automatically become a suspect;

The same mechanism could be used to track down whistleblowers or a journalist's sources, with serious damage to democracy;

Bluetooth beacons could be installed in air-

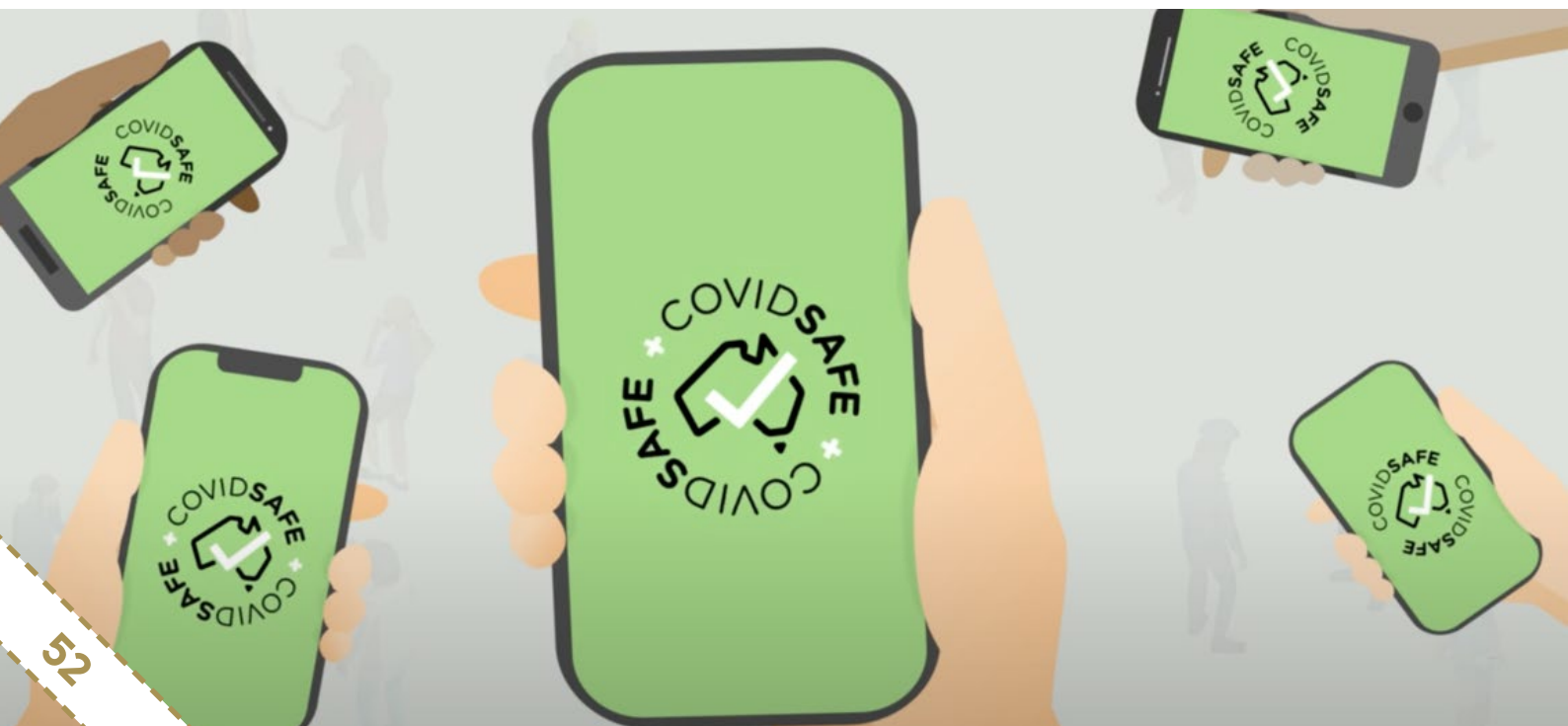


ports and shopping malls to precisely know who was there and when, for marketing purposes;

In conjunction with a Google Home smart speaker, Google may cross-check the data to find out who has physically visited your home;

Someone could secretly install it on your device, and know how far you move, who you see and so on.

In other words, the potential of this technology is enormous. As well as the risks it brings in dowry. "If that's medicine," Hoepman said, "then it's worse than the disease." **What do you think?**





CALLING ALL TRADERS

**DO YOU SELL TO
OR BUY FROM RETAILERS?**

NETWORKS OR DISTRIBUTORS?

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TO HELP US BUY
THOUSANDS OF USED
SMARTPHONES**

**WHAT DO YOU GET?
A GOOD SHARE OF THE PROFITS**



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FACEBOOK WIDES

MESSANGER KIDS

To come to the rescue of parents and avoid where possible the risks deriving from the use of smartphones by children, Facebook launched the Messenger Kids app in the USA.

Messenger Kids uses the parent's Facebook profile, so you won't need to create a new one for the kids. This means that there will be no Facebook reference and no one will be able to search for their name on the social network. On Messenger Kids, however, children will be able to keep in touch with friends authorized by the parent.

The app uses all the functions of the classic Messenger, so it gives you the opportunity to share photos and videos, but also to edit images **to share fun content with grandparents, uncles and friends.**

Children also have a blocking and reporting tool, for example when one of the authorized contacts starts behaving suspiciously. Messenger Kids offers a dedicated team that will immediately investigate reports of abuse.

There are also GIFs and stickers designed specifically for children from 6 to 12 years. The app was initially been available only in the US, but the scenario is different now.

After the United States and Canada, in fact, Facebook launched Messenger Kids in 70 new countries, but not in Europe.

Messenger Kids is a video chat and messaging app that helps kids connect with friends and family in a fun, parent-controlled space.

As we said before, parents can allow their children to make their name and profile photo visible, and children can submit their friend requests. With the **"supervised friendship"** feature, moreover, parents are allowed to approve new connections. Just as it is under parental control - ensures Facebook also the participation of children in groups, such as school or sports.

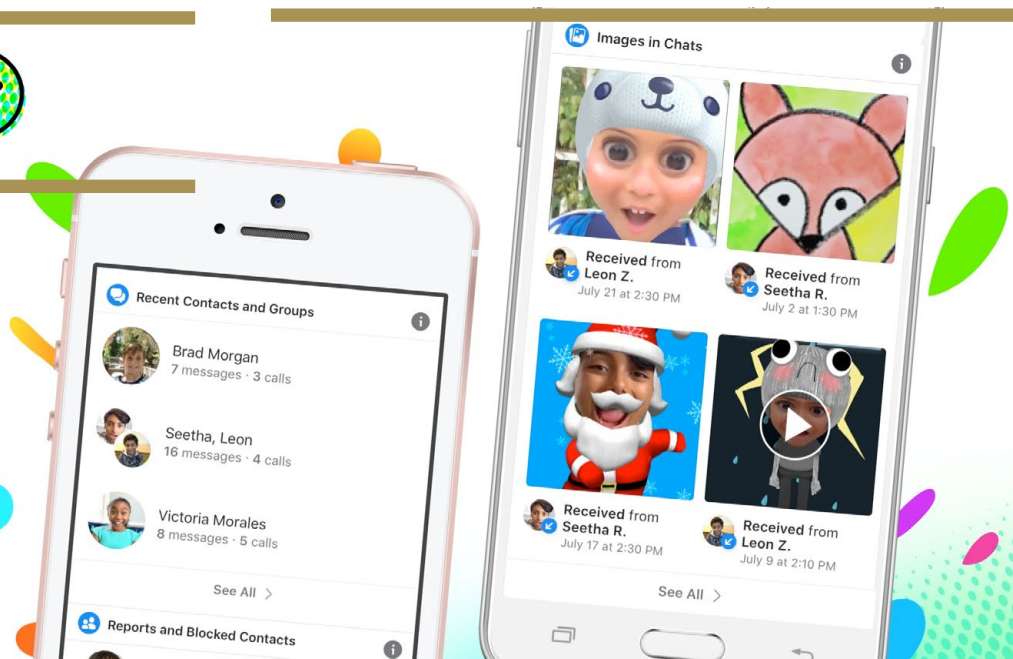
In the United States, some privacy activists have argued that the app could be harmful to children by absorbing them too much in online activities and potentially collecting data.

In Europe, where the European privacy law (Gdpr) has been in force since May 2018, it is provided for those under the age of 16 who want to use digital services that a parent or guardian must agree to the terms of use on their behalf. Individual member countries can decide autonomously to lower the age limit up to 13 years. Population limits often circumvented by children and teenagers, to whom it is enough to lie saying they are older.

The app is aimed at kids under 13 and is controlled by parents.



With schools closed and people physically distant, parents are turning to technology more than ever to help their children connect with friends and family - explained Facebook security chief Antigone Davis on the company's blog.





QUICK HITS

A SELECTION OF CORPORATE NEWS FROM AROUND THE TECH WORLD

Huawei has already entered the world of folding smartphones (the latest addition is Mate Xs, which we have reviewed), but is already looking to the future. Just as we saw a few months ago with LG, the Chinese company would also be looking to the future through not folding displays, but through sliding displays.

According to a patent issued on April 14 by the China National Intellectual Property Administration (**CNIPA**) and discovered by Lets-

GoDigital, Huawei has two different smartphone models in mind. Both have a screen that can be moved according to the user's needs.

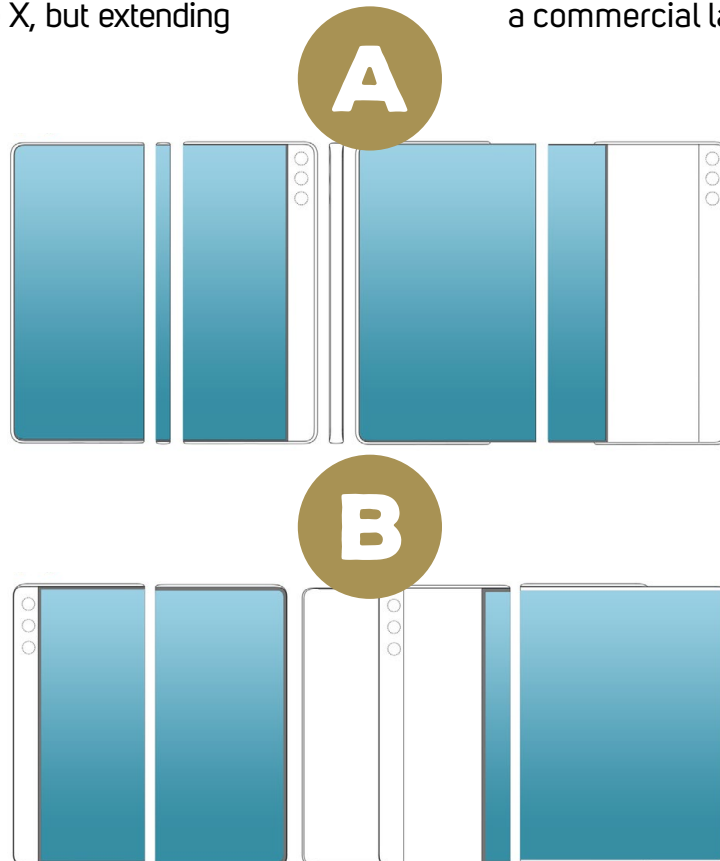
However, the experience is different: if in the first (**Model A**) the screen is "unrolled", in the second (**Model B**) the user must scroll the entire screen to the left to increase the visible area. Model A would allow to increase the area by 30%, Model B by 50%.

WHAT ABOUT THE PHONE WITH REMOVABLE SCREEN?

After the folding smartphones, the smartphone comes with a removable screen. The idea came from Tcl, a Chinese company also known for licensing the Alcatel and BlackBerry brands. The company would develop a smartphone that manages to make itself a tablet - doubling its size - not opening in two like Samsung's Galaxy Fold and Huawei's Mate X, but extending through a sort of sliding mechanism.

The indiscretion comes from the Cnet site, which publishes the images exclusively. According to the American website, Tcl should have shown a prototype of the device in a few days at the Mobile World Congress, the hi-tech fair in Barcelona which, however, **was canceled due to the risks related to the coronavirus**.

The images found online suggest that the additional part of the screen comes out of the smartphone as a sort of sliding door, or an extendable table, doubling the size of the device. There is currently no other information on the smartphone, which however is a concept phone, therefore presumably not close to a commercial launch.

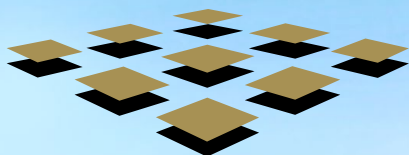


As always we are talking about patents, and therefore we may never see a smartphone with those design: we do not know the resistance of these solutions.

What do you think about it?

Do you believe that sliding and removable displays are the future of smartphones?

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