



KS&R's DIGITAL DISPATCH

Week Ending: July 31, 2020

Top Stories This Week

[Congress Grilled The CEOs Of Amazon, Apple, Facebook And Google. Here Are The Big Takeaways](#)

The most powerful figures in tech were hit with tough questions and documents that raised concerns about their competitive tactics during a high-profile antitrust hearing on Wednesday. ([cnn.com](#))

[Google's Next Undersea Cable Will Connect US To UK And Spain](#)

Google said on Tuesday that it plans to build an underwater cable across the Atlantic ocean linking the US, UK and Spain. ([cnet.com](#))

Products & Services

[0 To 50 In 5 Minutes: Qualcomm Quick Charge 5 Could Be Wicked Fast](#)

Qualcomm's Quick Charge platform has sort of become an industry-standard having been used on a wide range of phones, tablets, and more. ([gizmodo.com](#))

[Reimagining How NBA Fans And Teams Experience The Game Of Basketball With Together Mode In Microsoft Teams](#)

For NBA fans, basketball is about more than a sport—it's about belonging to a community with a collective passion for the game, and the thrill of coming together to cheer on favorite players and teams. ([microsoft.com](#))

Emerging Technology

[Wanted: A Robot With A Gentle Touch](#)

Human-machine collaboration and accessibility have outlined the primary years of the robotic revolution. ([thebreakingnewsheadlines.com](#))

[Your Next Smartphone Will Be A Lot Harder To Scratch](#)

It takes about two years for Corning to develop each new generation of Gorilla Glass, the resilient material that graces a critical mass of smartphones. ([arstechnica.com](#))

Mergers, Acquisitions, & Partnerships

[Synaptics To Acquire DisplayLink Accelerate IoT Diversification](#)

In a recent release, Synaptics announced the signing of a definitive agreement to acquire DisplayLink, a provider of high-performance video compression technology, for \$305 million in an all-cash transaction. (iotevolutionworld.com)

Industry Reports

[Take-Two And Electronic Arts: Gaming Is An Underrated \\$120 Billion Opportunity](#)

Here's an interesting fact - the gaming industry is four times the size of the global film industry. (seekingalpha.com)

[Raiinmaker Influencer Marketing Platform Launches With \\$50,000 'Open Source Money' Rewards](#)

The influencer marketing industry is on track to be worth \$15 billion by 2022, according to Business Insider Intelligence, and many of us would like a slice of that pie. (zdnet.com)