Business winners

- Pharma companies, Medicine distributors, Medical devices
- Supermarkets, food shops especially with internet shopping and delivery possibility
- eCommerce service companies and internet market places
- Logistics, transport companies, near traffic supply chain
- Multi Media Companies, News Agencies and News papers
- Internet video conferencing / phone / message platform and broad band service providers
- Entertainment, streaming, gaming
- Education, eLearning

These which are urgently needed and provide remote services

In-betweeners

- Most Industrial / Manufacturing companies with products and production (e.g. Car Vendors OEM, TIER1/2/X)
- IT / SW Service companies
- Small shops (close grocery and Goods supply
- Financial and Investment Services and Banking
- Sport and entertainment
- Education

These which look currently like losers but have a chance to take the right actions

Business losers

- Airlines, Trains, cruise ships and Travel Agencies
- Tourism & Tourist locations/areas
- Traditional Retail Shops and Shopping malls
- Cinemas, Theatres, Galeries
- Art & Artists with "live performance"
- Museum and Zoos
- Conferences/Fairs venues
- Car sharing
- Petrol stations and Car wash
- Churches
- Restaurants, cafes, bars, nightclubs

These which are related to human mobility and/or are based on physical presence

