

Exercise 3

M-Payment

Mobile Business II (SS 2020)

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M-Payment Exercise 1

- Exercise 1:
 - The Secure Element can be found either embedded into the mobile phone's hardware, or in a SIM/UICC card or in an mSD card. In Lecture 5, we mentioned the advantages and disadvantages of the SIM-based Secure Element.
 Briefly discuss the advantages and disadvantages of

Briefly discuss the advantages and disadvantages of embedded Secure Element and mSD-based Secure Element.

M-Payment Exercise 1: Solution

	Advantages	Disadvantages
Embedded Secure Element (eSE)	+ Security higher than for the other types of SE	 Not transferable to other devices Communication protocols between the NFC controller and the eSE are proprietary, not standardized.
mSD-based Secure Element (or NanoSD)	+ Transferable: can be inserted in any device that supports NFC and has a memory capacity + Compatible with most standards and interfaces for smartcards +Trust	 Not widespread, as the communication protocols are not standardized. No single deal: Separate SIM- space rental rates need to be negotiated with each mobile operator.

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M-Payment Exercise 2

- Exercise 2:
 - In Lecture 6, Slide no. 15, we list several mobile payment consortia. Choose five examples from the list and explain why did they fail or why did they become and/or remain successful, depending on your choices.



Lecture Slides: Consortia

Any mobile payment scheme involving an exclusive link to the operator would face serious challenges in attracting merchants, since the absence of a national (or multinational) standard could lead to a situation where each operator is pursuing an own solution.

Most commonly, such alliances will be between operators and the financial services industry.

M-Payment Consortia (Overview)

- EMPS, Finland (Nokia, Nordea, Visa International)
- M-Pesa, Kenia (Safaricom, Vodafone)
- MobilMat, Italy (Wind TLC, Banca Sella)
- Mobipay, Spain_(Telefonica, Vodafone, Amena, BBVA, BSCH, Sermepa, Sistema 4B, Euro 6000) - till 2009
- Moxmo, Netherlands (since beginning of 2002), Germany (since end of 2003), both till 2004
- mpass, Germany (Vodafone, O₂) [closed down 2016-10-01]
- NFC Forum, U.S. (NXP, Semiconductors, Sony, Nokia), Since 2004
- **Obopay**, U.S. and India (Nokia and other investors)
- Omnipay, Italy (Omnitel, Visa International, BankAmericard)
- Orange Mobile Payment, Denmark (Orange Denmark, PBS, Gemplus)
- Paiement CB Sur Mobile, France (Orange France, CB, SFR)
- Paybox, Europe (Deutsche Bank, Debitel till 2002)
- Simpay (T-Mobile, Telefónica, Vodafone, Orange, O₂, TIM, Debitel), till 2005

Different Drivers for M-Payment

	Banks/ card networks	Mobile operators	Online payment providers	Retailers
Cash replacement	1		1	1
Speedier transactions				~
Customer retention	1	1		1
Promoting own payment service	1	1	1	1
Extending reach to physical world		1	1	
Reducing capex/opex	1			1
Seeking extra revenue stream(s)	✓	1	1	
P2P payments	1	1	1	





M-Payment Exercise 2: Solution

- Consortia like Mobipay, EMPS, Omnipay, or Moxmo, which are not on the market anymore, might have failed because of the developing new technologies or because the solutions they proposed were 'ahead of their times'.
- The emergence of the smartphone market might have also influenced the decline in user acceptance or usage of the services provided by the above mentioned consortia
- Consortia like Obopay or M-Pesa are very popular in societies largely based on cash, in countries such as Kenya, Tanzania, or Senegal.

The services provided by these consortia offer people access to formal financial systems and allow them to perform financial transactions in locations where there are no bank branches.





• Exercise 3:

We saw in Lecture 6 that there are several types of mobile payment infrastructures, depending on the party that processes the transaction.

- a) In your opinion, in which infrastructure does the party, which processes the transaction, collect more data and in which infrastructure does it make more profit?
- b) Mention some advantages and disadvantages of each of the infrastructures. (for the individual)





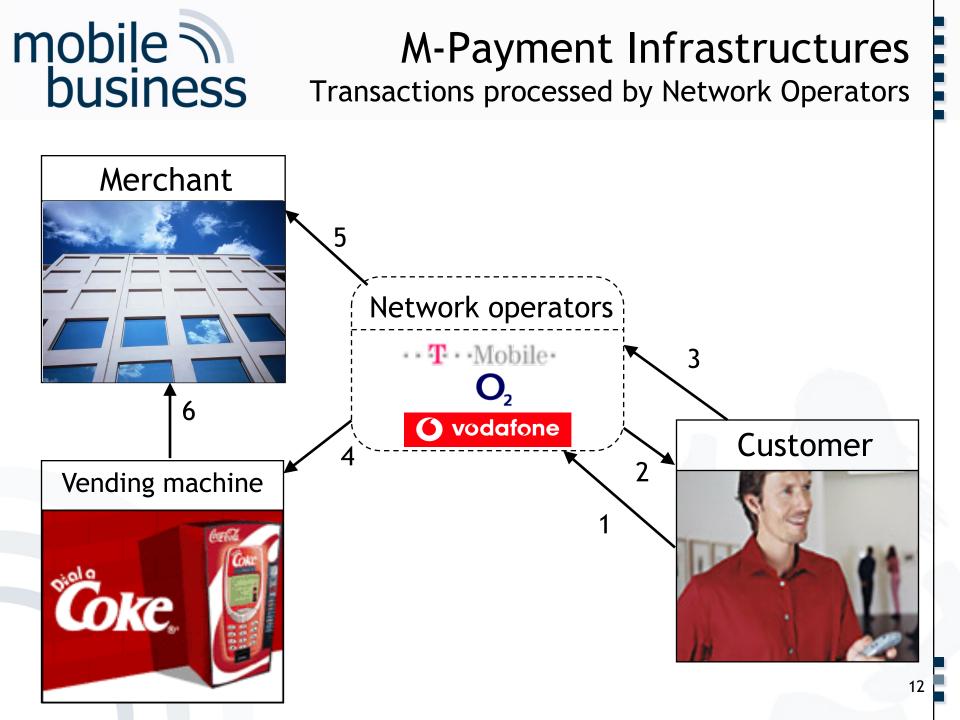
M-Payment Exercise 3: Solution a)

- In general, the banks and the payment providers are the parties considered to collect more data about a user. However, in some cases, the merchants are also responsible for building exhaustive dossiers detailing the users buying behavior.
- The banks and the payment providers could also be considered as the parties that make more profit, as their customer base is in general larger than that of the other parties. However, both the merchants and the payment providers (can) sell their user data to other third parties, called data aggregators, increasing this way their profits.



M-Payment Exercise 3: Solution b)

- Different infrastructures exit:
 - Network operator
 - Payment provider
 - Bank-Server Wallet
 - Bank-Handset Wallet
 - Payment Intermediary

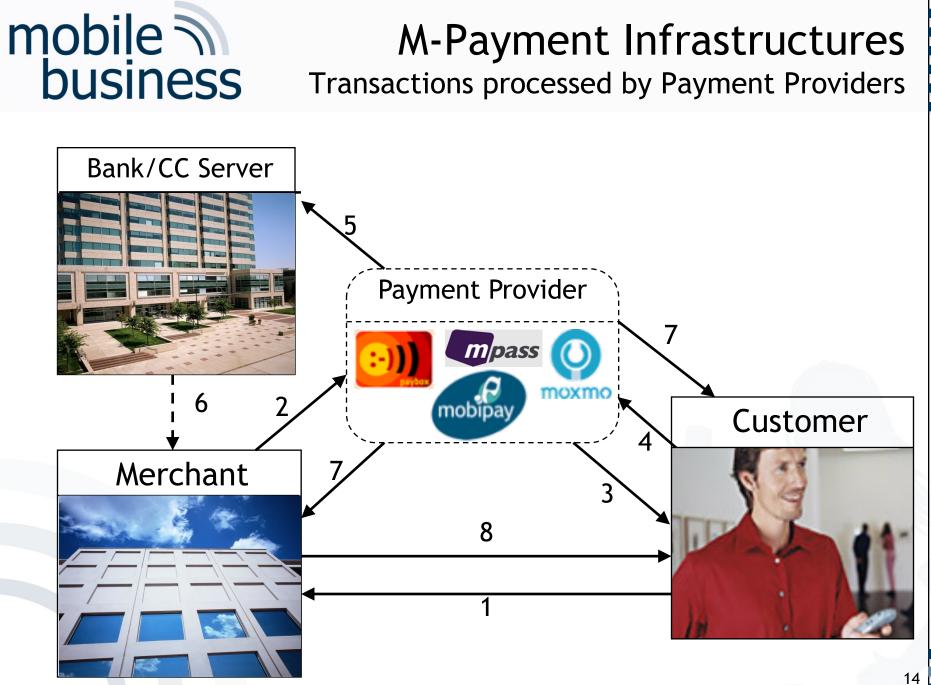




M-Payment Infrastructures

Transactions processed by Network Operators

- 1. Customer requests a transaction by calling a product-specific number, displayed on the vending machine.
- 2. Network-operator responds with transaction-details (product information, costs) and asks for PIN.
- 3. Customer enters PIN and confirms transaction.
- 4. Network-operator verifies PIN, checks details of the customeraccount and orders the vending machine to hand out the product.
- 5. Network operator informs the merchant (in this case the owner of the vending machine) about the transaction.
- 6. Merchant receives stock-level information from the vending machine.





M-Payment Exercise 3: Solution b)

	Advantages	Disadvantages
Network operator	+ The merchant does not learn the user identity.	- The network operator learns the user location.
Payment provider	+ Convenience and ease of payment process, from the user perspective.	 The payment provider learns as much data as the bank. High bandwidth communication
Bank-Server Wallet	+ Convenience and ease of payment process, from the user's perspective	- The merchant learns almost the same amount of information about the user as the bank.
Bank- Handset Wallet	 + Convenience and ease of payment process, from the user's perspective + Low bandwidth communication 	- The merchant learns almost the same amount of information about the user as the bank.



M-Payment Exercise 4

- Exercise 4:
 - Facebook is developing a new payment solution, the cryptocurrency Libra. At the same time, central banks and countries like China are in the process of researching, and piloting, Central Bank Digital Currencies (CBDC). Such currencies may be seen as the next step in (mobile) payment.
 - What stakeholders might be affected by this new, digital form of money, provided by a central bank?
 - Describe possible advantages and disadvantages for the stakeholders involved.



M-Payment Exercise 4: Solution

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Central Bank Digital Currencies (CBDC):

What is Money?

- An item/record that is accepted as a means of payment. Money can act as a medium of exchange, store of value and/or unit of account.
- Properties:
 - 1. Issuer: central bank or others
 - 2. Form: physical or digital
 - 3. Accessibility: wide or narrow (general purpose or wholesale)
 - 4. Technology: Accounts or Token (Peer-to-Peer (P2P))

What is a CBDC:

 A central bank issued, digital form of currency that may have different technological properties and different levels of accessibility.



M-Payment Exercise 4: Solution

 Central Bank Digital Currencies (CBDC) and their possible pros and cons

	Advantages	Disadvantages
Governments	 + Greater control over monetary policy helps general planning + Financial inclusion 	 Negative reactions from individuals. Power imbalance towards central banks Cyber risks might create chaos
Central Banks	+ Greater control over monetary policy (inflation + interest rate)	 More responsibility May need to provide commercial banks with additional liquidity → credit risk Unknown monetary effects?
Commercial Banks	 + Increase in digitalization may decrease cost + CBDC could hinder global tech players from entering the banking sector 	 Central banks gain power that belonged to commercial banks. Decrease in customers Entry point for new competitors
Individuals	 + New access to secure money, directly from the central bank + New service might lead to lower cost + Digitalization leads to better, quicker services 	 Decrease in privacy Decrease in physical cash Unknown human errors or cyber attacks may lead to loss of money/savings