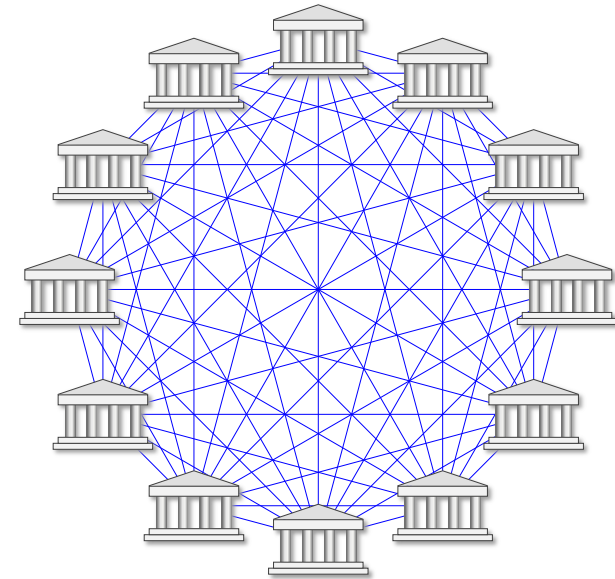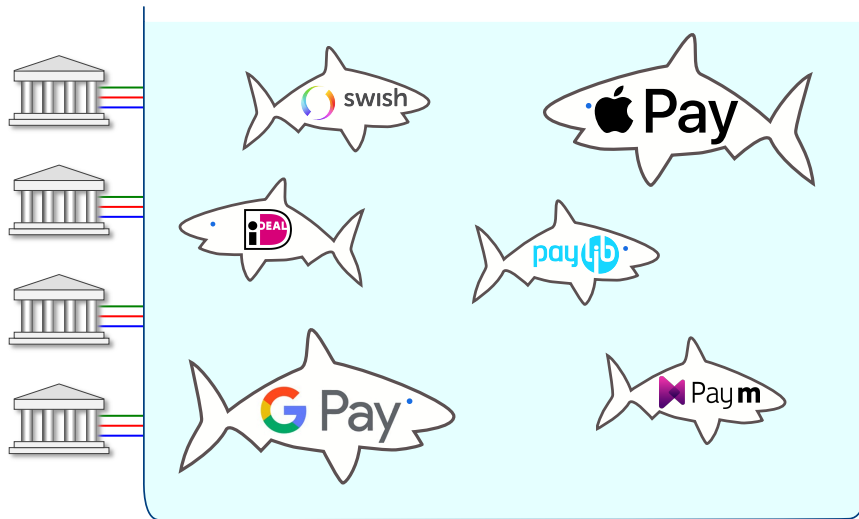# Mobile Payment Systems – Two Visions

Current Situation – *Scalability Issues and Fragmentation*

- Numerous of local schemes where *none seem to reach outside of its current national boundary*

- 2-3 global providers *only supporting card payments*

- Indirectly presumes a "Winner takes it all" strategy since Merchants need a contract with each provider

- On-line solutions are usually *specific for each provider*

- "App Fatigue" is becoming a reality for consumers

- Additional transaction fees complicate business arrangements involving multiple parties

- Proprietary and secret technology require unusual methods for development and collaboration including signed NDAs

- *Decentralized operation*, no intermediaries

- *Open design* and reference implementation

- *Powerful security solutions* for *banks*, *users* and *merchants*

- Covers *all* scenarios where you today use a payment card as well as P2P payments *

- A single "Wallet" can support *multiple and independent* payment networks including SEPA instant payments

* P2P payments require a shared "account lookup" service

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