









STANDARDIZATION ISO 20022



CARD PAYMENT STANDARDIZATION ISO 20022

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Pour le Commerce et la Distribution

- Professional association from retail
- A place of exchanges and proposals
- ☐ Front office et payment



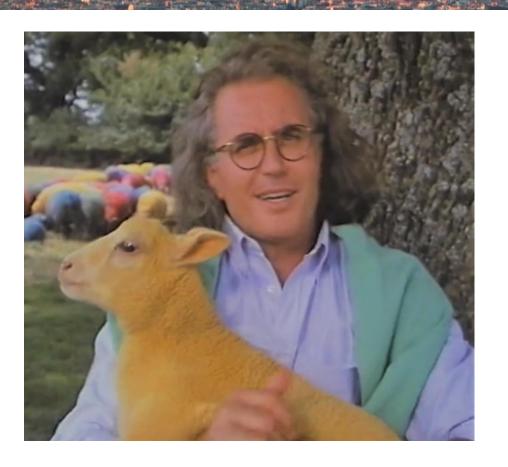












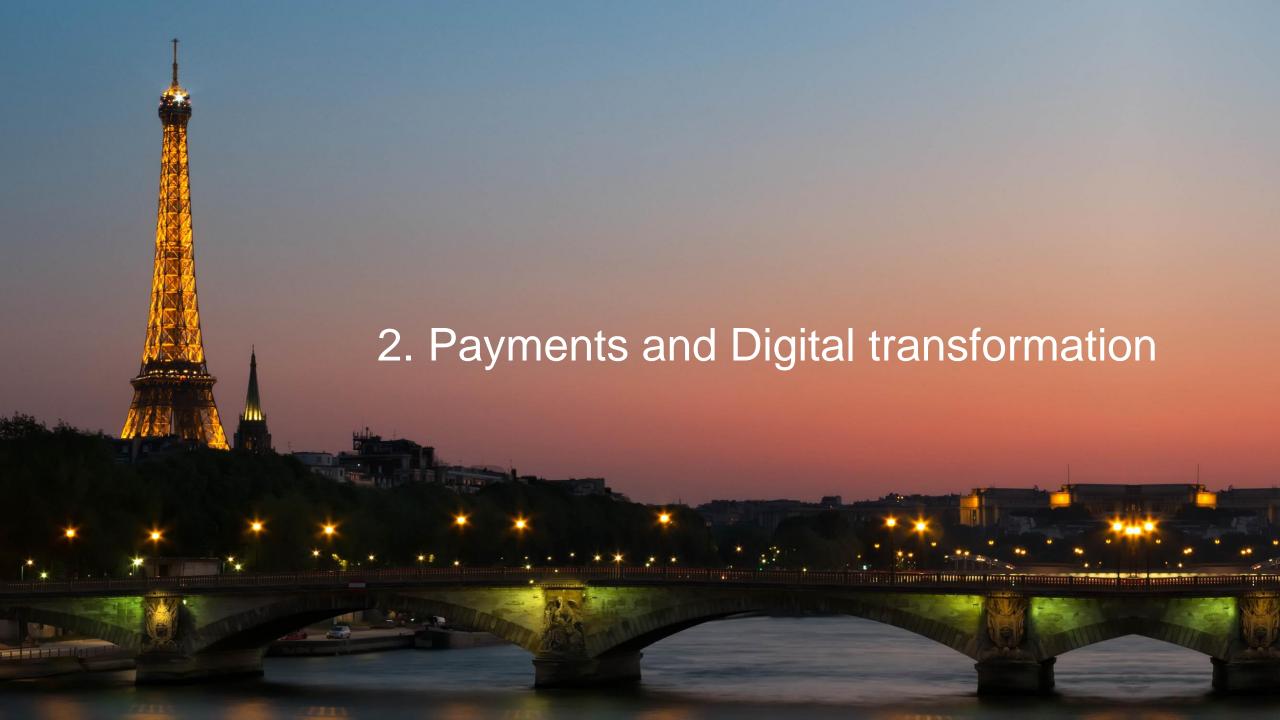






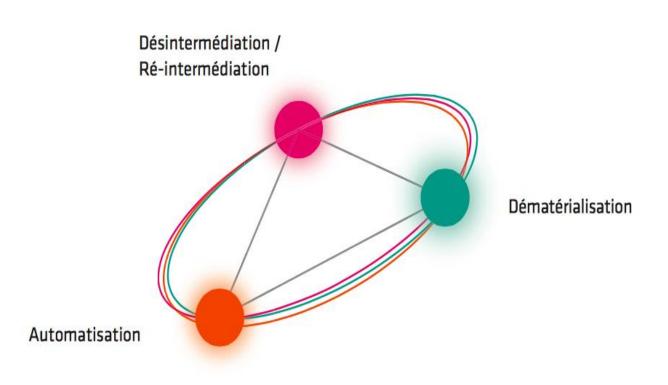






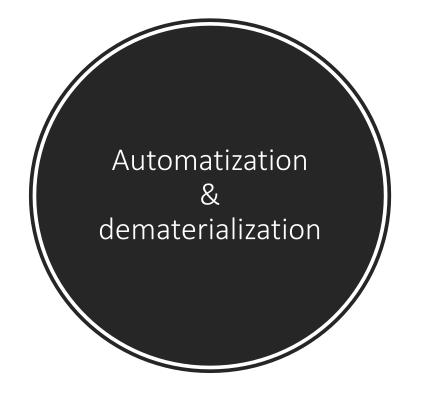


Digital transformation is based on several aspects











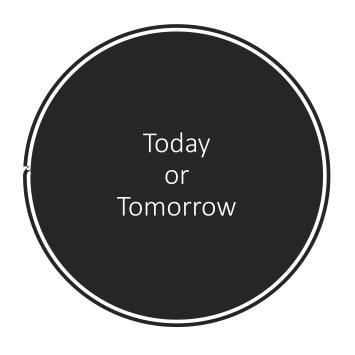


- Biometrics
- Real time
- Card on file



- Tickets
- Cash
- Chèques
- Cards







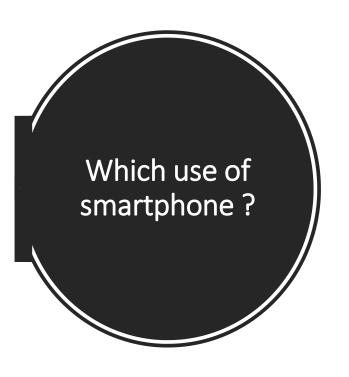




- Which position for new players ?
  - X Pay
  - New categories of PSP like PISP
- Which position for historic players ?
  - Banks
  - Card shemes
  - Retailers







## Mobile payment includes various aspects:

Payment by mobile:

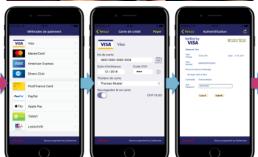


支付宝 ALIPA 微信 WECHAT

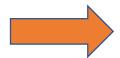
Payment with mobile:

(In-app payment)





Payment whit the use of a mobile



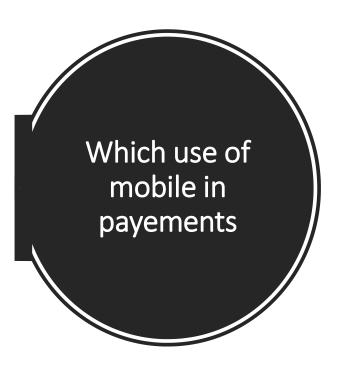




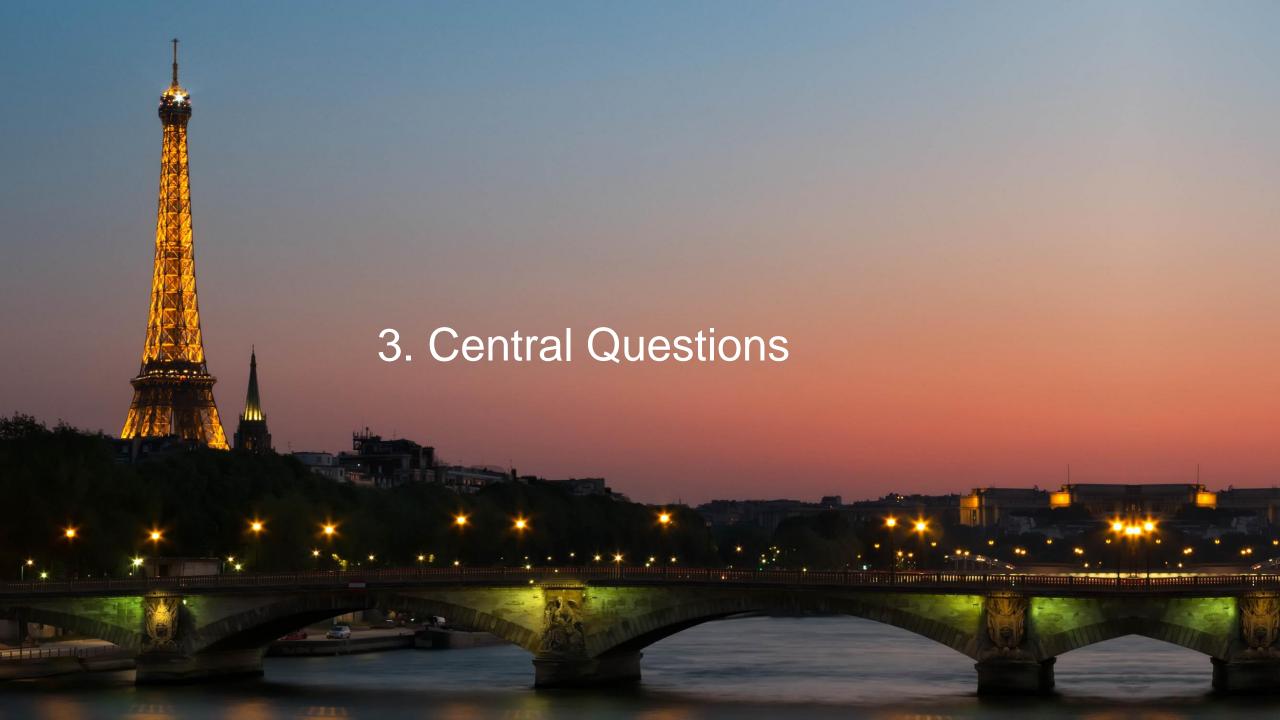




## Many initiatives have been launched in Europe but nothing can be taken for granted









- A trend to dilution
- Complexity and fragmentation
- A major irritant for customers in all chanels











- Managing the couple identification/Authentication
- Developing use of biometric factors and AI
- Retail within solutions

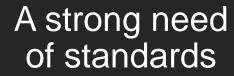


Which European sovereignity?

- The dominance of non european players
- SCT Inst and/or alliance of domestic schemes
- Standards as tools of sovereignity









- Facilitate deployments of new methods of payment (example API –DSP 2)
- Accelerate innovation

- Create confidence between stakeholdfers through common referential
- Foster adoption by harmonized UX







- Data exchanges
- Journeys
- Security









- Payment is a topic where cooperation can be ( has to be ) developed for a common benefit
- Market opening and et co construction are buidling blocks of digital transformation: standards are today synonyms of modernity



