

Non-Banks in the Payment System: Innovation – Commentary and Questions



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Presented to:







Selected Themes

Themes

- Payments System innovation resulted directly from the introduction of personal computing and the internet.
- Network effects influence payments innovations: introductory subsidies; switching costs, required interoperability, learning costs.
- Established firms are better at incremental innovations; radical innovations are more likely from new entrants.
- Consumer demand depends on sunk costs, perceived benefit, and reliability/security concerns.
- Innovations in payments have been made by firms of all types and sizes.

Discussion Points

- Payments System innovations have exploded since the 1960's, driven mainly by networked computing.
- Many innovations address specific niches, but may struggle to achieve mass adoption.
- Few "radical" payments innovations are new; most are derivative of existing forms
 - Payments innovations are generally supply driven; in many, the value proposition is suspect for one or more stakeholders.
 - Mobile banking/payments adoption will likely depend on bank/non-bank partnerships.



Payment Innovations Framework

Nature		
of Innovation	Sustaining Innovation	Disruptive/Radical Innovation
Category	(Continues Existing Model)	(New Model)
Category	Signature debit	Credit card
Product	Keep the Change	• ATM
		EZ Pass (automated toll collection)
	Risk Management (credit, fraud,	Electronic bill payment
Process	collections) • IVR, VRU	Remote banking
	Check Imaging	
	PIN POS debit	Google
Utility		PayPal



Evaluating Payment Innovations

Payments Innovations Can Be Evaluated Along the Following Framework

Category

Sample Questions

CONSUMER / USER EXPERIENCE

- To whom is the product marketed? How is this done?
- Is the product easy to understand and use?
- Is it a new application or is it derivative of existing systems?
- What incentives are offered to adopt and use?

VALUE PROPOSITION

- Does the product solve a consumer problem?
- Is it faster, cheaper, easier, or safer than incumbent?
- Does it improve system efficiency, reallocate economics, or increase systemic costs?
- Which participants will "lose", and how will they respond?

SOURCE OF COMPETITIVE ADVANTAGE

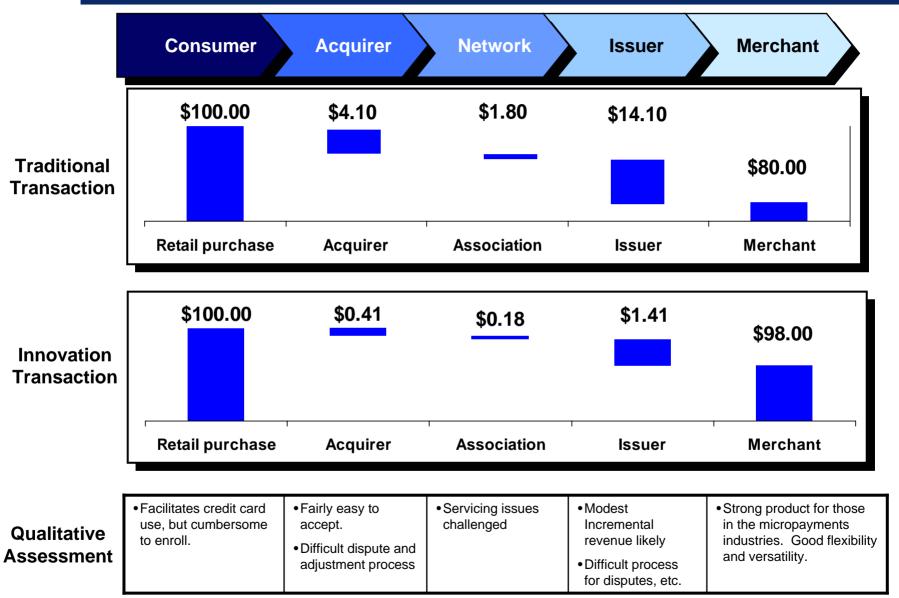
- Price
- Technology
- Process
- Delivery
- Service level / performance (e.g. reduces fraud)

SUSTAINABILITY

- Resources
- Partners
- Intellectual Property



Evaluating Payment Innovations



Mobile payments fall into two main categories:

	<u>SMS</u>	<u>NFC</u>
Primary Use	Remote	Proximity
Leader	PayPal	Various
Value Proposition	Security	Convenience
Uses	P2P, Bill Payments	POS Purchase
Challenges	Convenience	Security
	Learning curve	Acceptance
Substitute for	Cash, Money Transfer, Internet Payments, ACH-based solutions	Access Devices: Card, RFID, Etc.



Mobile Payments Will Likely Require Cooperation Between Mobile Network Operators And Payments Networks









PAYMENT NETWORKS

MOBILE NETWORK OPERATORS

• Increase transaction volume



• Increase number of subscribers and users' loyalty

- Financial institution/funding account connectivity
- Robust risk management and rule sets
- Widespread acceptance



- Millions of endpoints
- · Ability to transmit robust content

- Short message format; limited content
- Relatively few endpoints



- Security for financial transactions
- Merchant acceptance
- Lack of funding source



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