

# Secure Payment Confirmation for Web Payments.

Europe



# Enabling customers worldwide.

450+

Experts & employees

3

Development centres

9

Fime laboratories

3000+

Customers

18

Locations

40+

Accreditations

- Headquarters
- Fime locations
- Distributors





# Memberships.

 <p>Calypso Networks Association</p>	 <p>EMVCO ASSOCIATE</p>	 <p>fido™ ALLIANCE MEMBER</p>	 <p>GLOBALPLATFORM®</p>
 <p>GSMA Associate Member</p>	 <p>mobey forum</p>	 <p>nexo</p>	 <p>NFC FORUM</p>
 <p>ospt™ ALLIANCE</p>	 <p>SECURE TECHNOLOGY ALLIANCE</p>	 <p>UITP MEMBER</p>	 <p>US PAYMENTS FORUM</p>
 <p>W3C® MEMBER</p>			



# Some references.



# Secure Payment Confirmation in Europe.





# Online payment growth.

Source: [European e-commerce report 2022](#)

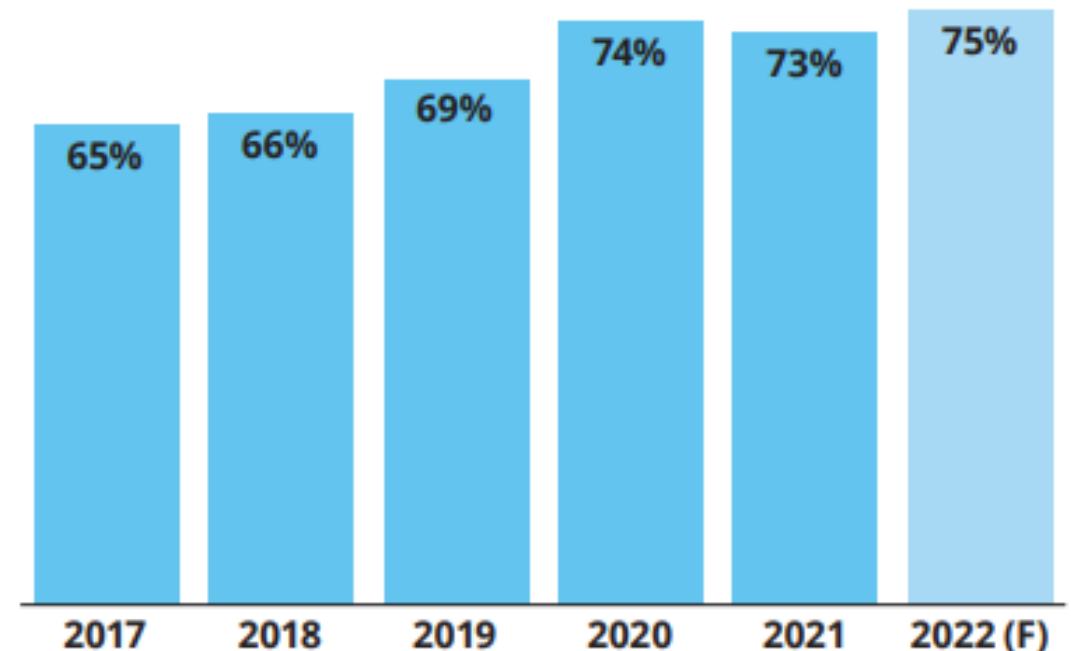
## In 2022

Source: [eurostat](#)

- 91% of people aged 16 to 74 in the EU had used the internet and **75%** of whom had **bought** or ordered goods or services **online** and this trend **continues to increase**.
- In 2022 the share of **online payment** in value was **28%** (up from 14% in 2021). **Important growth**.
- **Web** application represent the **main channel** for electronic commerce.

## E-shoppers, Europe

Percentage of internet users that bought goods or services online



SOURCE: EUROSTAT; STATISTA; UNITED NATIONS



# Online payment fraud.

Source: [European central bank](#)

Source: [European payment council](#)

Source: [VISA 2023](#)

Source: [Cybersrouce](#)

Source: [OSMP](#)

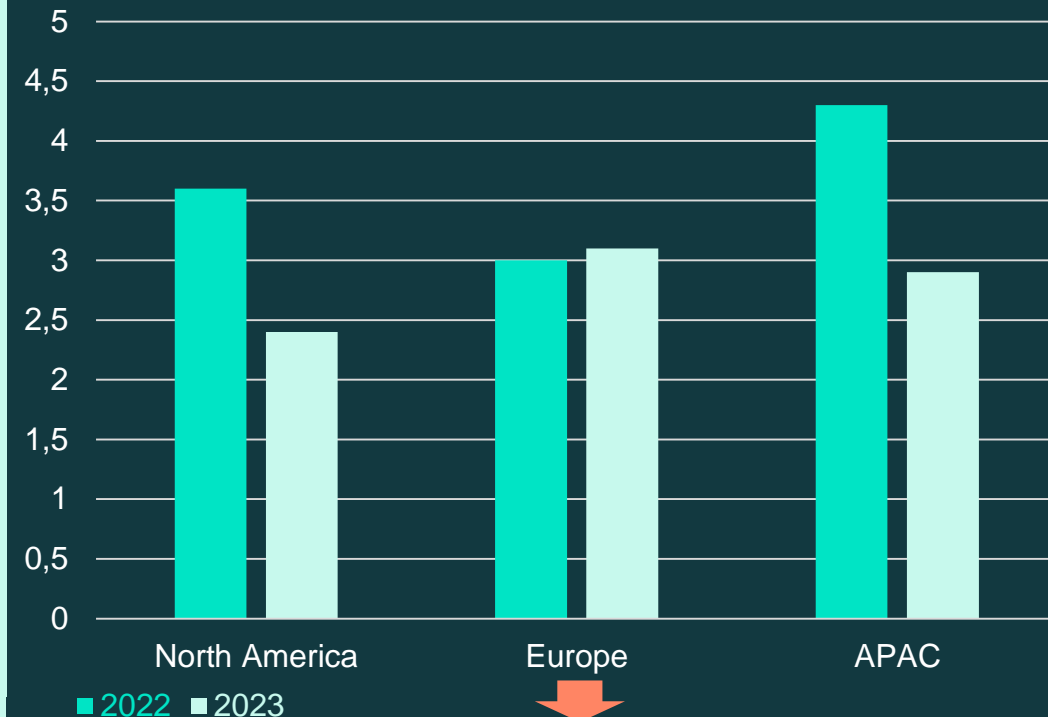
## New type of fraud

**SCA/PSD2** regulation **reduced** the **CNP** fraud rate over **past years**.

**Consequently fraudsters adapted their methods** for *authorized fraud* leveraging mostly on **phishing**. This type of card not present fraud is increasing and **expected to increase** even more.

Example of such increasing innovative attack is One Time Passcode (**OTP**) **bypass** using **phishing** attack.

## % of eCommerce revenue lost to payment fraud globally



**Phishing is the 1<sup>st</sup> type of attack.**



# Online payment abandonment.

## Abandonment problem

Adding **friction** to reduce fraud **leads to abandonment**, therefore **improving frictionless** authentication is a **high priority**.

Example: **11% drop in conversion rates** due to Out Of Band (OOB) authentication.

**Data collection is limited** by browsers and **privacy protection is governed** by European regulation.

## 3DS Fail and Abandonment - 20-30%

Market	Avg 3DS Success rate	Abandonment	Fail
NL	70%	10-15%	16-17%
Germany	60%	17-20%	20-22%
Denmark	70%	12-16%	13-17%
Spain	72%	15-20%	9-11% <sup>2</sup>
Italy	60%	17-20%	23-25%

Market	Avg 3DS Success Rate	Abandonment	Fail
France	80%	13-15%	5-6%
Sweden	80%	8-11%	7-11%
Norway	78%	12-16%	4-8%
*UK	85%	6-10%	6-10%
Czech Republic	76%	15-17%	6-7%

2021

Source: [Forter](#)





# The industry is looking for

Better UX with low friction

Strong authentication

Data collection

Fraud mitigation

Privacy protection





# Secure Payment Confirmation.

## Authentication in W3C groups.

### Web Payment Security Interest Group (W3C + FIDO + EMVCo)

- 80 participants
- 31 organizations

### Web Payment Working Group (WPWG)

- 114 participants
- 28 organizations

### Web Authentication Working Group

- 111 participants
- 37 organizations

# Secure Payment Confirmation.

## A powerful solution for the industry

### Fraud mitigation

#### Phishing and scams proof

- Relying on Fido technology.
- Transaction information display by the browser.
- Data signature without an intermediary

### Privacy protection

### Strong authentication

#### SCA compliant

- 2 authentication factors (inherence + possession) with Fido.
- Dynamic linking of the authentication to the transaction context.
- Cryptographic evidence of user consent.

### Data collection

### Better UX

#### Reduce user friction and contribute to reduce authentication **abandonment**

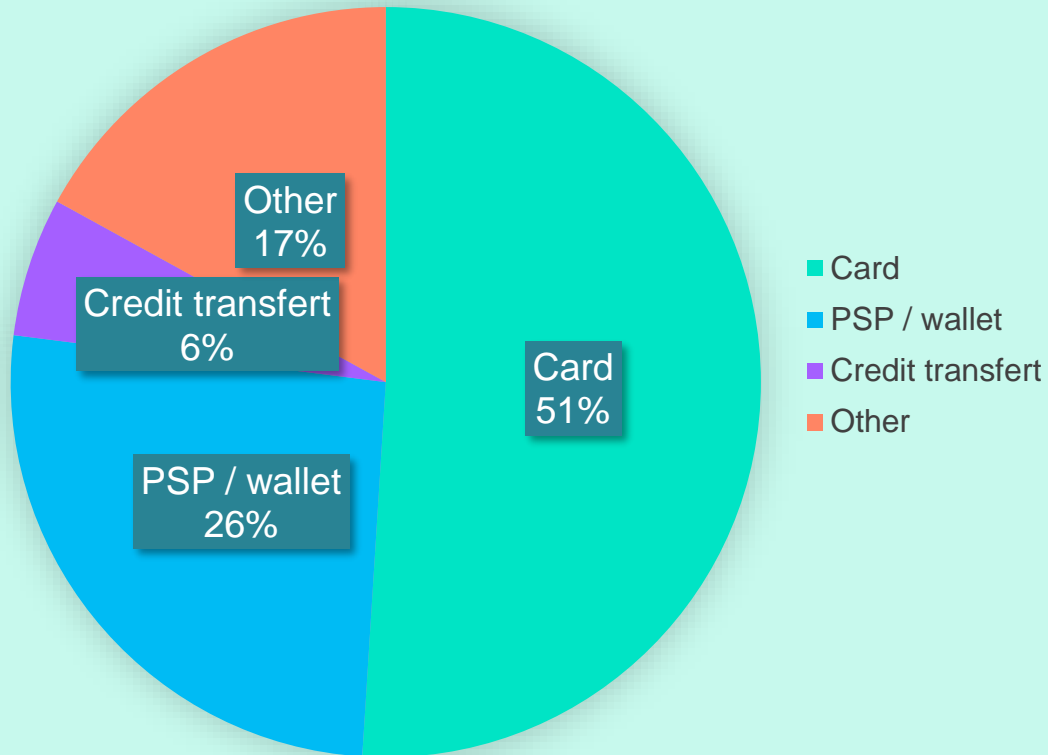
- Low friction
- No user redirection; Accessible by a third party within an iframe.
- Faster than OTP (3X)
- Unified experience

### Low friction



# Online payment share.

2022 number of payments



Majority of **online payments** in Europe are done with a **card**.



As the volume of payment **card purchases** made via the Internet **continues to grow**, so too do the **attempts** of Card Not Present (CNP) **fraud**.

Source: [european payments council](#)



# SPC - Industry adoption and interest.

## Card industry (major payment instrument in Europe)

### **EMV 3DS 2.3.1 (H2 24)**

Enable the issuer to authenticate the consumer leveraging on a card scheme network. EMV 3DS is used to perform SCA in Europe

### **EMV SRC**

Enable a consumer to select a payment instrument, and related info, managed by card schemes during an electronic checkout.

### **Delegated authentication**

Allows merchants/PSP to apply SCA and verify transactions in place of issuers.

### **EMV Tokenization**

enables a payment token to be used in a payment transaction.

Source: [European central bank](#)



# Secure Payment Confirmation. Industry adoption and interest.

## Account to account payment industry

### Open banking

allows third-party to access financial data in traditional banking systems through application programming interfaces (APIs).

### ISO 20022

The European Cards Stakeholders Group works on developing and maintaining the SEPA Cards Standardisation

### Swift

(Society for Worldwide Interbank Financial Telecommunications)  
supports most international money and security transfers.





# Thank you





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