

Agenda

13.00h Welcome Markus Braun

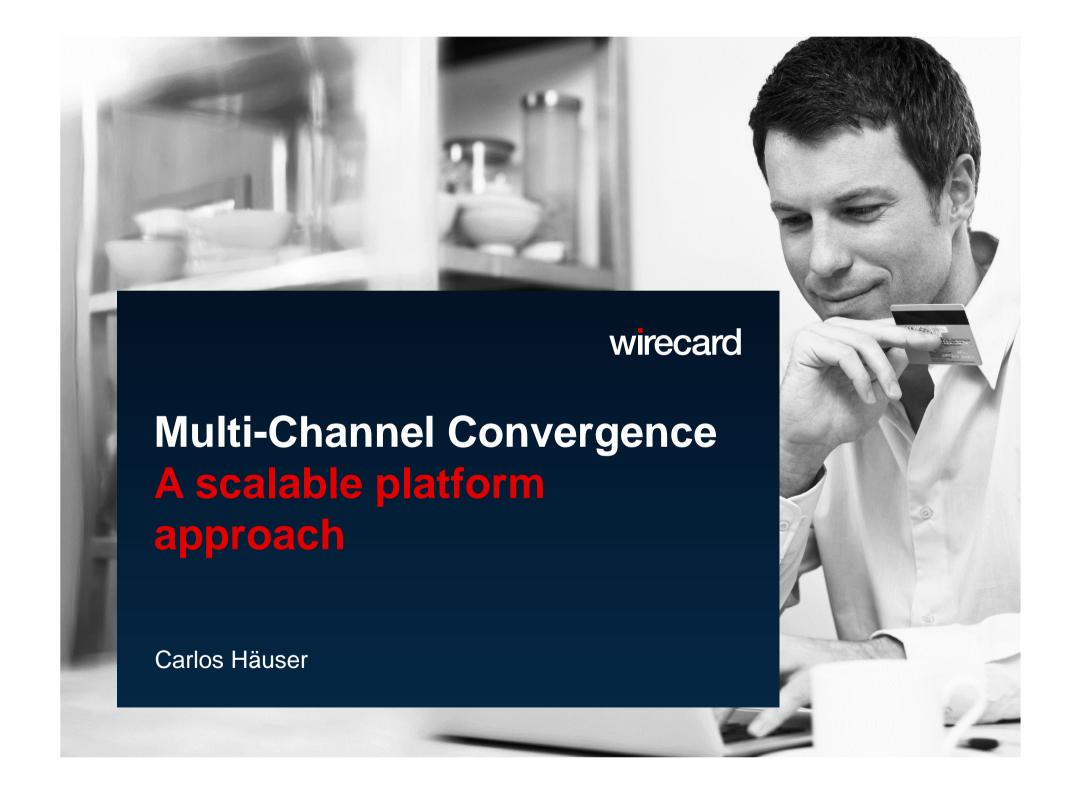
13.30h – 14.15h Multi channel convergence of Wirecard platform, Carlos Haeuser

14.15h – 15.00h Mobile payments: evolution or revolution? Christian von Hammel-Bonten

15.00h – 15.30h coffee-break

15.30h – 16.15h Enabling card payments: Wirecard's Card Reader Jörn Leogrande

16.15h – 17.00h Latest developments in Asian Expansion Burkhard Ley



Agenda

- 1. Multi-Channel Convergence
- 2. Multi-Channel vs. Cross-Channel
- 3. Dimensions of Scalability
- 4. The Wirecard Solution



Convergence

the merger of previously distinct technologies into a new form; requiring new theories, new products, and new practices

Multi-Channel Convergence



The Channels



Point of Sale

- Proprietary solutions
- Cash
- Slow rate of innovation



E-Commerce

- Growing, competitive market
- Alternative payments in addition to cards
- High innovation rate



Mobile Commerce

- In-App Payments
- Pay with your mobile phone
- Mobile terminal via dongle card reader
- Highly innovative

Multi-Channel Convergence



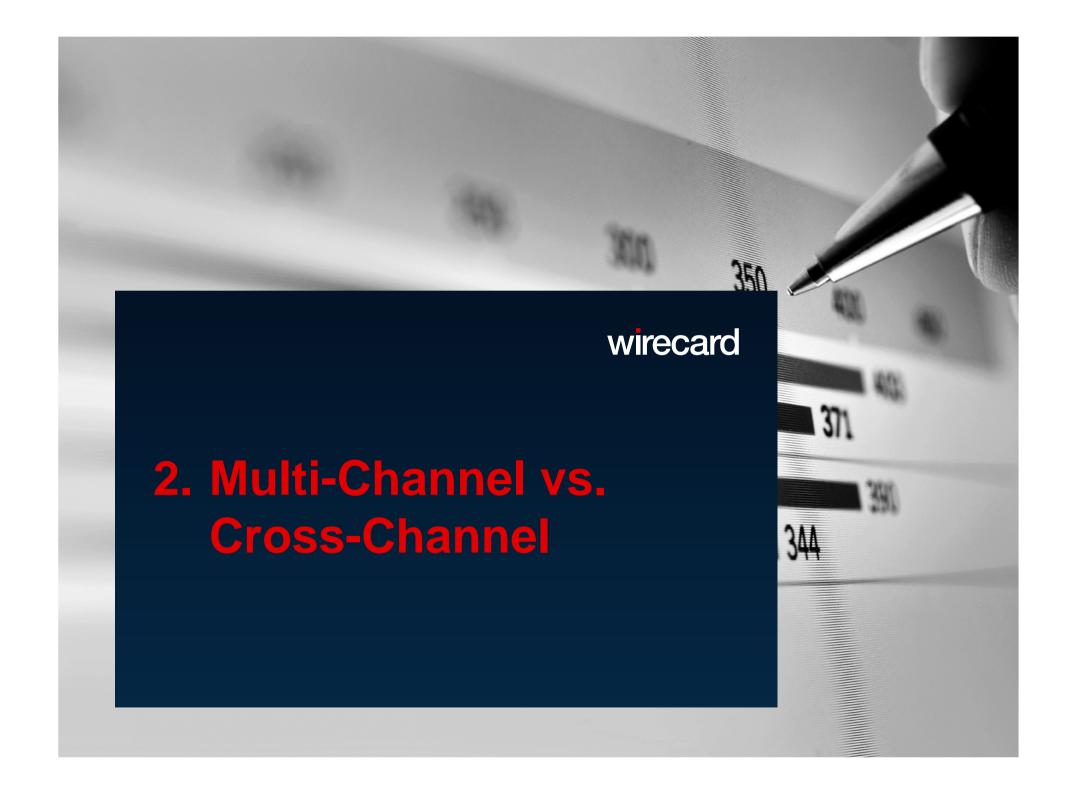
Multi-Channel versus Cross-Channel

Multi-Channel

- Usually different business and payment processes per channel
- Mostly different payment outsourcing partners per channel
- Handled by processes

Cross-Channel

- Consumer can combine all channels during his shopping experience
- Merchant needs integrated business and payment processes
- Need for technology based solutions



Conclusion

"It is no longer about channels; it is about the customer life cycle across everywhere we touch them." This involves orchestrating the customer relationship across touch points, not channels. It involves driving relevant, personalized and linked offers across all forms of communication, such as e-mail marketing, social media, the website and mobile apps. It involves presenting the customer with the ability to discover products, transact and get service in a relevant, contextual manner. [1]

[1] *Brian Walker,* 'Why Multichannel Retail Is Obsolete', http://www.forbes.com/2011/03/11/multi-channel-touchpoint-leadership-sales-leadership-obsolete.html



Scalability

In electronics (including hardware, communication and software) scalability is the ability of a system, network, or process, to handle a growing amount of work in a capable manner or its ability to be enlarged to accommodate that growth.[1]

[1] André B. Bondi, 'Characteristics of scalability and their impact on performance', Proceedings of the 2nd international workshop on Software and performance, Ottawa, Ontario, Canada, 2000, ISBN 1-58113-195-X, pages 195–203

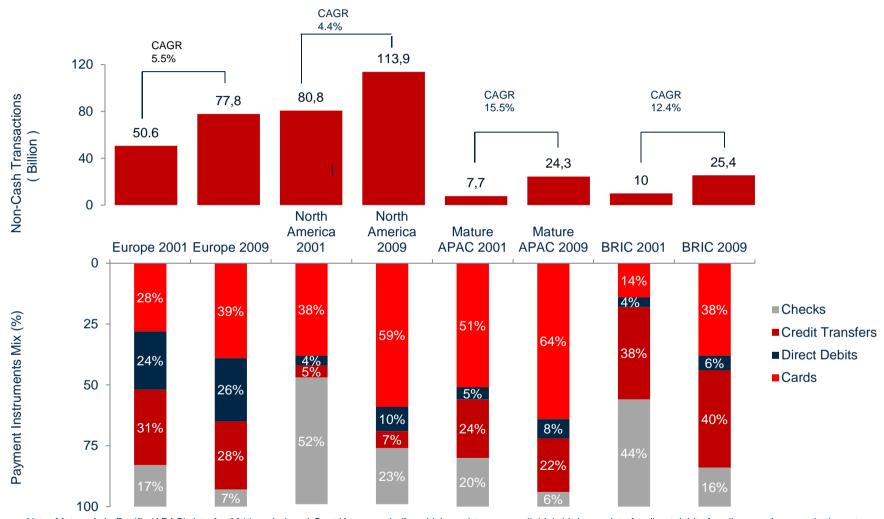
Scalability

In a commercial context scalability of a business model refers to the potential for economic growth within one or more markets and industries.

The base concept is consistent – the ability for a business or technology to accept increased volume without negatively impacting the contribution margin (= revenue – variable costs).

Number of Non-Cash Transactions





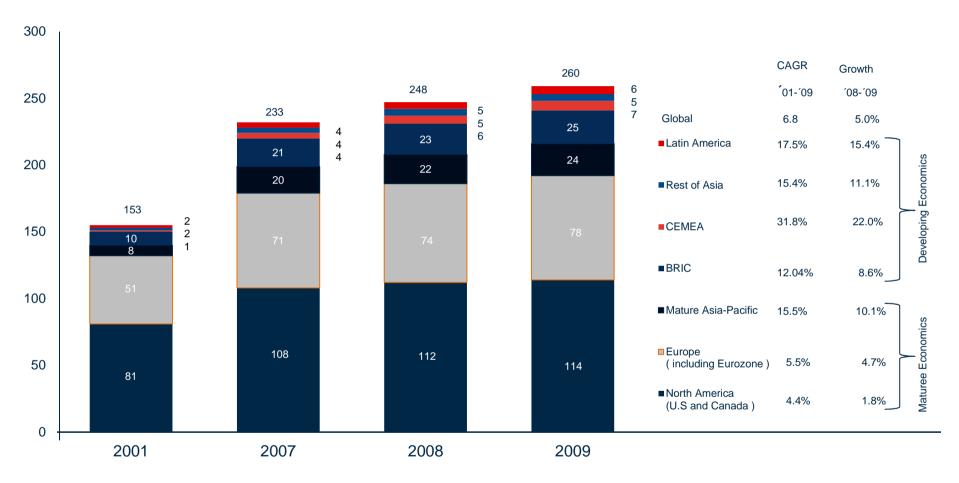
Note: Mature Asia-Pacific (APAC) data for 2011 excludes a) Sout Korea cards (for which no data was available), b) Japan data for direct debits for all years. As a result, the net growth rate in those instruments may be somewhat smaller than shown. Cards data does not include prepaid card transactions. Chart numbers and quoted percentages may not add up due to rounding.

Source: Capgemini analysis, 2011; ECB DWH-2009 figures, November 2010; Bank for International Settlements – Red Bock – 2009 figures, December 2010; Federal Reserve Payments Study, April 2011

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Number of Non-Cash Transactions





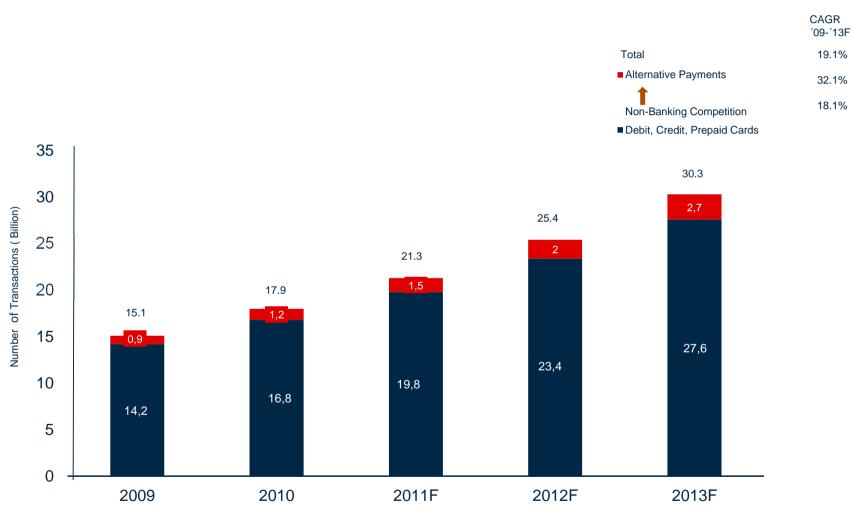
Note: CEMEA (Central Europe, Middle East, Africa) does not include Sout Africa; Mature Asia-Pacific comprises Australia, Japan, Singapore, and South Korea; Latin America does not include Brazil; BRIC comprises Brazil, Russia, India, China; China data has been restated to remove ATM card transactions. Chart numbers and quoted percentages may not add up due to rounding

Source: Capgemini analysis, 2011; European Central Bank Data Warehouse (ECB DWH)-2009 figures, November 2010; Bank for International Settlements – Red Book- 2009 figures, December 2010; 2010 Federal Reserve Payments Study, April 2011

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Global E-Payments: # of Transactions & growth rates

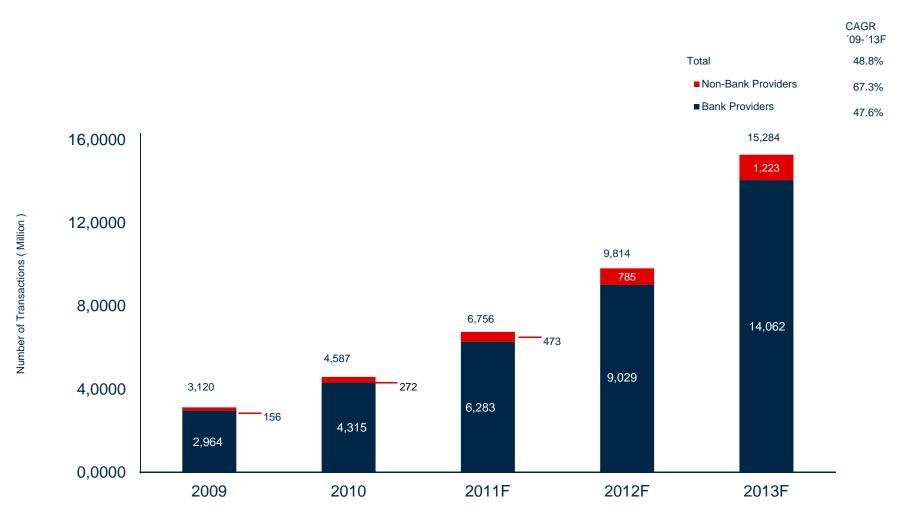




Note: Electronic (e-) payments are online payments for e-commerce activities; Total non-cash payment market size is taken from Capgemini estimates, assuming 8% growth for future years; data for 2011-13 are forecasts (F); Chart numbers and quoted percentages may not add up due to rounding Source: Capgemini analysis, 2011

Global M-Payments: # of Transactions & growth rates





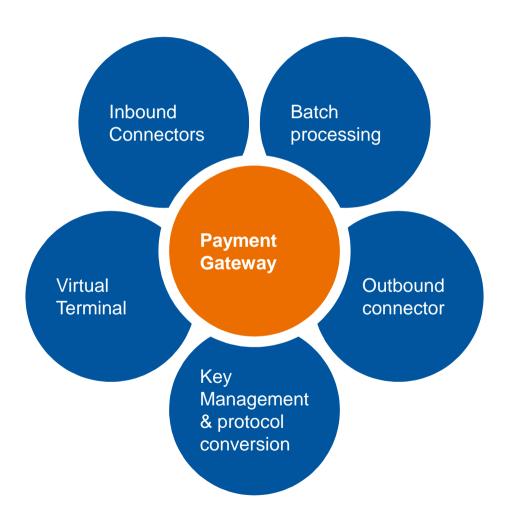
Note: Analysis based on Arthur D. Little, Juniper Research, IEMR, EDC, Generator Research estimates, using Capgemini assumptions; Total Non-Cash payment market size is taken from Capgemini estimates; Chart numbers and quoted percentages may not add up due to rounding Source: Capgemini analysis, 2011; M-Payments surging ahead: distinct oportuities in developed and emerging markets, Arthur D. Little Analysis, 2010



The Wirecard Solution



The Wirecard Payment Gateway



The Wirecard Solution



Scaling on the Gateway

- Open connector architecture
 - Easy and fast integration of new payment methods
 - Standard interfaces for terminal connectivity
- New channels can be added with existing certified solutions
- Full virtualiazition for on-demand processing capacity
- Channel agnostic processing
- Dynamic routing and transformation of messages and protocols
- Decoupling of processing and reporting

The Wirecard Solution



The Wirecard Platform



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Wirecard Card Reader

Wirecard has launched its Card Reader as an international white-label program enabling card payments at the point of sale via smartphone.

Our offerings are EMV-capable and allow acceptance for MasterCard, Visa and electronic direct debiting (EDD) schemes.

Our out-of-the-box approach is a one-stop shop for card reader, acquiring and merchant handling services.



Market potentials

- Square is valued at 3.25 Billion Dollar. More than 2 million businesses and individuals are accepting credit and debit cards via the Square mobile transaction platform, up from 1 million just six months earlier.
- According to Eurostat there are currently about 20 million small businesses in Europe that only take cash or invoices and supply channels onto one single platform.
- There are far less point-of-sale-terminals, then smartphones.
 UK: 1m point-of-sale-terminals, but more than 10m iPhones.
- In Asia and the BRIC-countries credit card penetration is growing steadily.
 There are huge opportunities for innovative, cheap and flexible acceptance solutions.

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At a glance



POS Application & Merchant Web Backend



Merchant Setup & Support

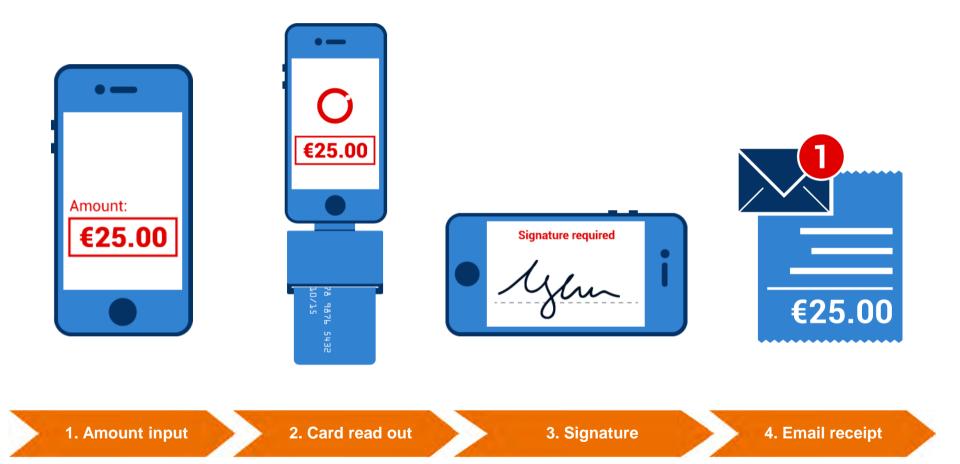


Certifications, Licenses, Compliance & Risk-Management

Multi language, multi-currency, whitelabel ready POS and web applications, card reader and packaging.



How it works





A simple solution: Great for small businesses

- It allows even the smallest merchants to accept payments, wherever and whenever they do business.
- No cash handling: no need for change, no need for cash on hand and no risks involved with storing cash.
- It creates added value for small merchants with realtime analytics, paperless receipts and customer retention tools.
- For customers with no cash on hand, it provides a convenient method of payment without ATM visits.
- It opens up new customer groups and spontaneous purchase opportunities.



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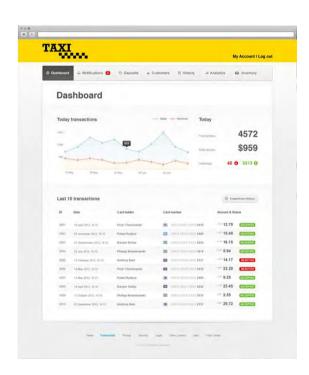
Designed to integrate easily





Readers

Mobile Apps



Web

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Covers all platforms









Supports a wide variety of card reader devices



Mag Stripe

Swipe & Signature



Mag Stripe (Encrypted)

- Triple DES
- AES128Encryption
- Swipe & Signature



Chip

- No PIN pad
- EMV Level 1 certified
- Triple DES
- AES128Encryption
- Chip & Signature



Chip'n PIN

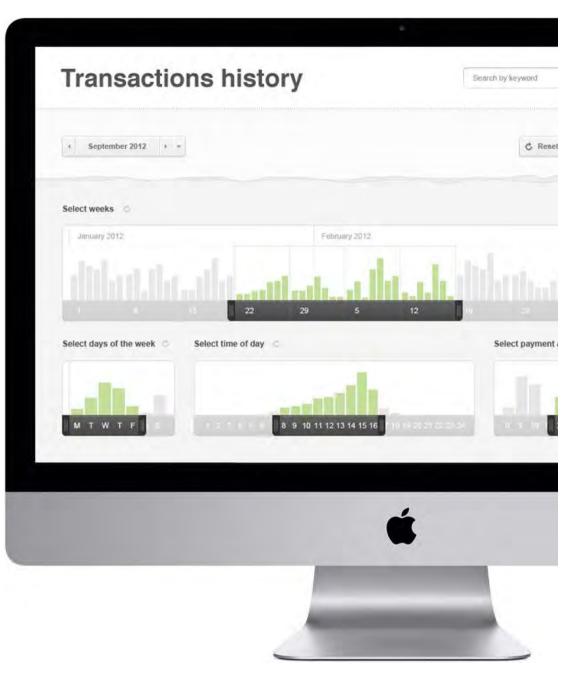
- EMV Level 1 certified
- Chip & PIN
- Triple DES
- AES128Encryption

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Merchant Web Interface

Merchants have access to a powerful but easy to use system:

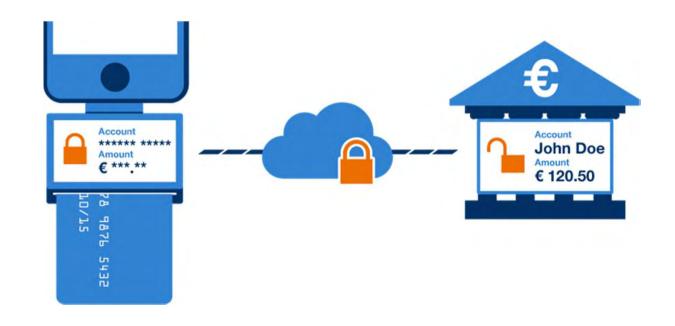
- Swiftly check past transactions, print receipts, or trigger refunds/cancellations
- Analytics & reporting options offer valuable insights
- Schedule couponing & loyalty campaigns in order to drive customer into your shop



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Certified Security

- PCI-DSS certified solution
- End-to-End encryption using DKUPT & industry-strength
 3DES directly inside the card reader
- Fallback to SSL and mobile OS encryption if unencrypted card readers are used
- Cardholder data always protected



Integrates into existing applications



Software Development Kit

Drop in SDK Library for iOS and Android allows developers to easily integrate card acceptance into their own apps.

```
PAChargeRequest *chargeRequest = [[PAChargeRequest alloc] in
[chargeRequest setReturnURL:@"testApp://chargeResponse" wit
[chargeRequest setAmount:@"14.99"];
[chargeRequest setDescription:@"T-Shirt"];
     [chargeRequest setTransactionType:@"sale"];
 if (sender == saleButton)
 else if (sender == preAuthButton)
     [chargeRequest setTransactionType:@"preauth"];
  else if (sender == voidButton)
      [chargeRequest setTransactionType:@"void"];
  else if (sender == refundButton)
      [chargeRequest setTransactionType:@"refund"];
   [chargeRequest setEncoded:@"NO"];
   [chargeRequest submit];
```



A complete white-label offering



- Complete suite of POS applications
- Choice of card reader devices
- Certification, compliance and licenses
- Merchant relationship management
- Risk- and fraud management
- Call center support

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Mobile Payment - Introduction



What is Mobile Payment?

DIRECT CARRIER BILLING	PAYMENT ON MOBILE	MOBILE AT THE POINT OF SALE	CLOSED LOOP MOBILE PAYMENTS	MOBILE AS THE POINT OF SALE	EVERYTHING ELSE
Telling digital merchants to "put it on my bill"	The mobile as just another internet device	The Mobile wallet	The return of the store card: This time, It's mobile	Every smartphone is a cash register	The everything else mobile payment
This is consumers buying ringtones or games or digital content by putting the charges on their cell phone bill.	This is consumers buying digital content or physical products on their phone by using "classical" Internet payment services like cards, or alternative payment methods.	Its paying for things at a store with a mobile device using NFC ("Tap and Go") or some other method (voice modulation, QR codes, Geolocation, Bluetooth,)	If a company doesn't want to wait for someone else to build a wallet or platform, it can always build on its own. Starbucks did it.	This is merchants using a mobile device to process cards payments. Do not confuse it with mobile wallets they are not the same thing.	This is everything else. Think of it as a catch-all category for products that let consumers send money to other consumers or merchants using a mobiles device. It includes P2P transfers, money remittance, airtime transfer / topup
Companies: Boku, mopay, Zong (PayPal),	Internet payment services: Wirecard, Cybersource, GlobalCollect,	Companies: Google, ISIS, mpass, Paypal, Turkcell,	Companies: Donkin Donuts, Starbucks	Companies: Wirecard, Ingenico, Square, iZettle, Hypercom, ROAM Data,	Companies: Ericcson Money, Obopay, M-Pesa,

Mobile Payment - Introduction



Estimates

- Juniper Research (July 2011): Total value of mobile payments for digital and physical goods, money transfers and NFC (Near Field Communications) transactions will reach \$670bn by 2015, up from \$240bn in 2011.
- Juniper Research (June 2011): Global NFC m-payment transactions will be almost US\$50 billion worldwide by 2014. 20 countries are expected to launch NFC services in the next 18 months.
- Yankee Group (June 2011): There will be 7 million NFC-enabled phones in 2011 growing to 203 million in 2015.
- Juniper Research (April 2011): Almost 300 million or 1 in 5 or smartphones worldwide will be NFC-enabled by 2014.
- Frost & Sullivan (February 2011): 863 million units or 53 percent of new handsets will be NFC-enabled in 2015. The total payment value for NFC globally will exceed €110 billion in 2015.

Source: mobilthinking.com

Mobile Payment



Wirecard's Mobile Money Products

MOBILE SINGLE-USE VIRTUAL CARDS	RELOADABLE GIFT CARDS	CONTACTLESS BRIDGE TECHNOLOGIES	CONTACTLESS MOBILE PAYMENTS
 Internet purchases in emerging markets Support for USSD, text messages and apps Optional coupling with prepaid phone balance 	 Seamless entry into the payment market Can be bundled with prepaid phone card Reloadable with cash at point of sale 	 Enables legacy phones for contactless payments Speeds up rollout of NFC enabled handsets Operator can rapidly establish payment footprint 	 Support for built-in and SIM-based secure elements OTA provisioning of card data via TSM Coupling with couponing, loyalty and advertising
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Mobile Payment Projects



Entry Point: Dual-Interface Card or NFC-Sticker

DISCOVERY

- Buy card online or in co-brand partner store
- Pay at Point-of-Sale or Internet

SERVICES

- Payment transactions & ATM Withdrawals
- View balance and transactions
- Real-time notifications
- Locate next topup store
- Topup prepaid card
- Send Money to other cardholders (Person-2-Person)
- Manage Personal Details



Mobile Payment Projects



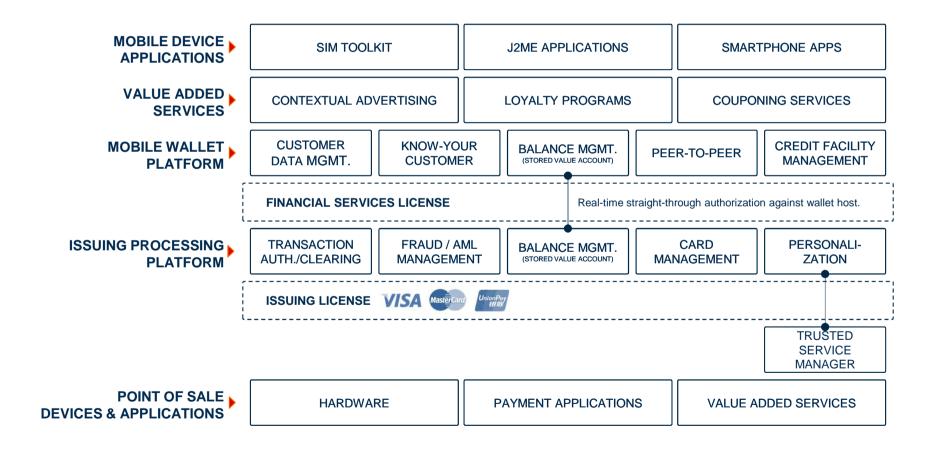
(Re-)Evolution to Mobile Wallet



Mobile Payment



Mobile Money Ecosystem



Mobile Payment Projects



Mobile Application - Value added services



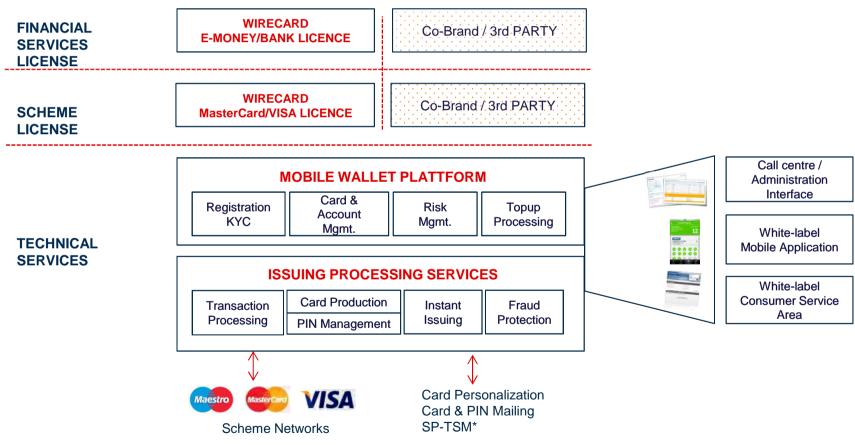




Mobile Payment



Wirecard provides all ingredients for co-branded mobile wallet programs



*Service Provider - Trusted Service Manager

Mobile Payment



Supplier Comparison

	Financial Institutions	Software Companies	Specialist Suppliers	Wirecard
SVA (stored value account) / zero balance account Comprehensive white label software platform, incl. smartphone app, P2P-transfers, central management software		•		
Regulatory Compliance Pan-European banking license allowing to offer deposit taking and funds transfer services on a certified and audited platform	•			
Staggered know-your-customer procedure From easy-to-use anonymous / prepaid entry level product up to full bank account incl. overdraft and unlimited transfer capability	*			
Electronic Loading / Top-up Various electronic means of loading/topping-up the mobile wallet, incl. credit cards, direct debit, wire transfer, alternative payments			•	
Cash Loading / Top-up Ability to load/top-up the mobile wallet with cash at retailers, gas stations				
Issuing of Visa/MasterCard Card (NFC) Ability to issue open loop payment cards in plastic or virtual and on an NFC chip	•			

^{*)} Most banks do not have the technical capability to support a staggered KYC

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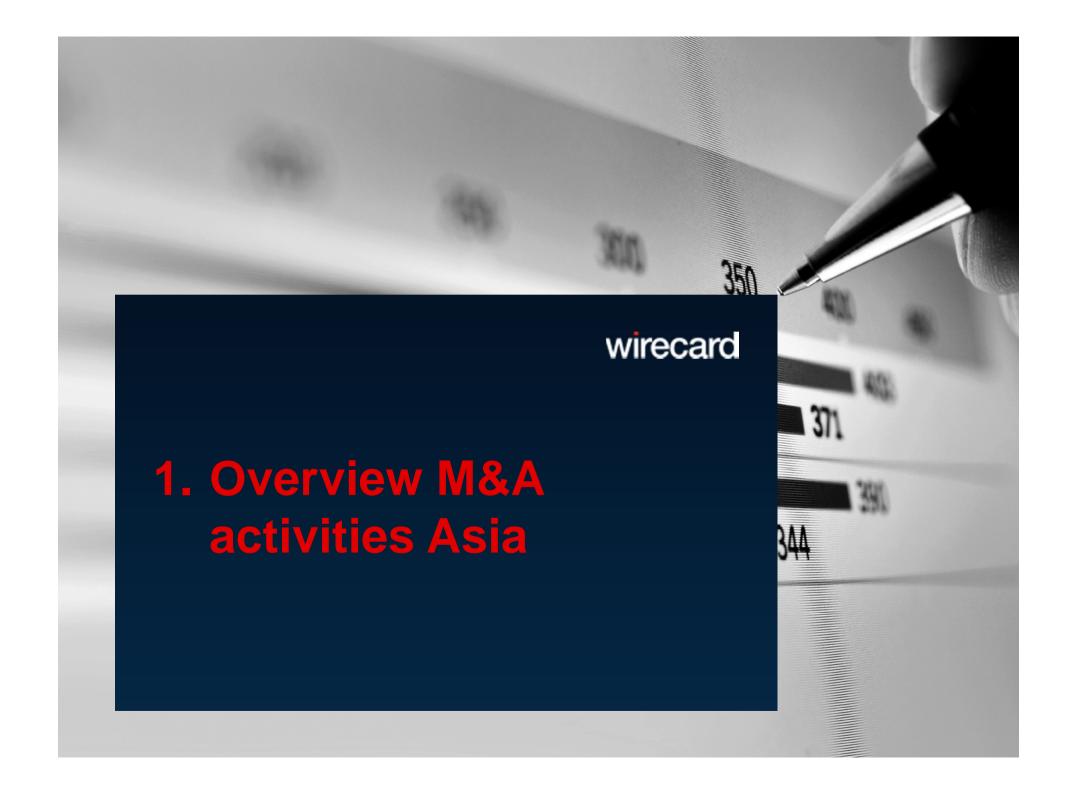
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Content

- 1. Overview M&A activities Asia
- 2. Current status
- 3. How we succeed in Asia



Overview M&A activities



Acquisitions Asia 2011/2012





- Local processing unit for merchants, banks and financial institutions
- 1st level support of customers within Middle East



Systems@Work
Singapore
December 2011

- Established technology company
- One of the leading payment service providers for merchants and banks in the region



PrimaVista
Jakarta
Expected Closing Q4 2012

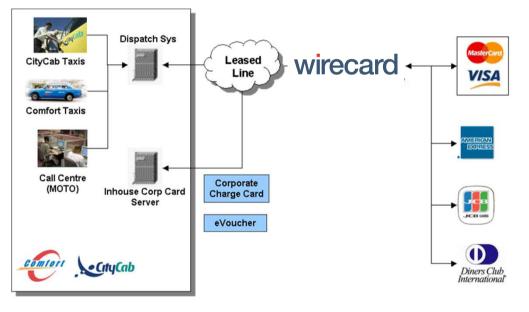
 Payment solutions for emerging markets incl. POS, mini- and mobile-ATMs, internet purchases, biometric authentication solutions



Current status



Case study Singapore: Taxi Payment Processing



- 15,000 taxis enabled
- Processing for all international cards MC, Visa, Diners, Amex & JCB
- Processing for Taxi Company's internal Cabcharge and eVoucher cards
- Support for call-centre payments
- Customized settlement reconciliation and reporting

Current status



Singapore's Resort World Sentosa: Consolidated Payment Processing



- Processing for hotels, attractions, F&B, retail
- All channels POS, Mobile,
 eCommerce, call-centre,
- Full range of payment interactions including Swipe, EMV, contactless, eCommerce, MOTO
- All brands MC, Visa, Amex,
 JCB, China Unionpay, Diners,
 Ez-Link
- Customized business rules, reporting, merchant admin access

Current status



WIIIK Top-up/reload services

Provision of electronic top-up infrastructure for ez-link prepaid cards Support for top-up of prepaid cards and mobile NFC wallet

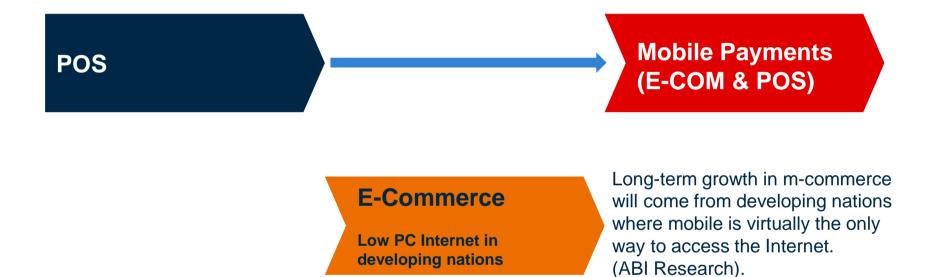
- Formed by Land Transport Authority (LTA) in 2002
- Issuer of Singapore's largest contactless stored value card portfolio (>10 million cards)
- Used for payment on
 - public buses
 - Mass Rapid Transit (MRT) trains
 - Electronic Road Pricing (ERP)
 - Electronic Payment System (EPS) for carparks
 - Selected retail merchants







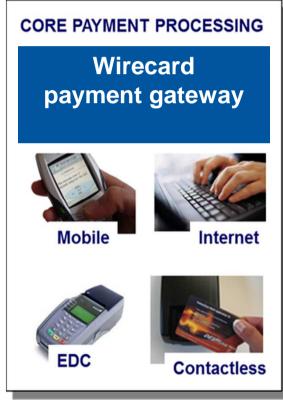
Convergence in emerging markets of Asia





11

Technology enabler





Customize new payment applications and work-flows to meet merchants' business requirements without modifications to card acquirers' systems and processes.



PT PrimaVista Solusi

- Headquartered in Jakarta, Indonesia / approx. 250 employees,
 130.000 deployed terminals
- Customers: leading domestic financial institutions and retailers, international banks
- Innovative POS solutions: Stored Value Contactless Card Solutions



















Case Study PT PrimaVista Solusi

- Leading Indonesian bank to use
 Wirecard payment processing
- Payments with credit cards across multiple channels
- Online, mobile, over-the-counter terminals, MOTO (mail order telephone order)
- Convergence of all sales channels



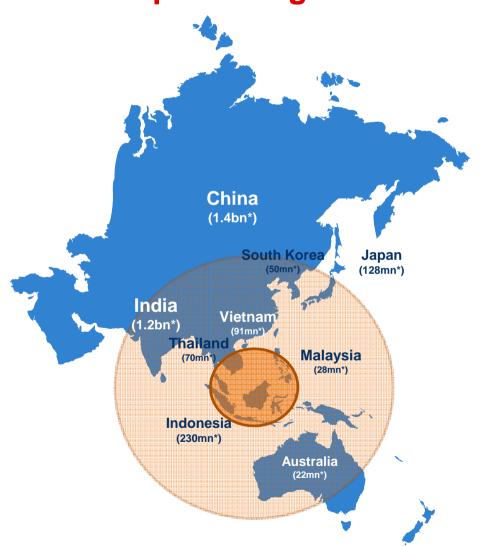


Sales synergies as a priority

- 1. Established hubs in Dubai and Singapore and soon Jakarta providing deep insights into local markets
- 2. Global gateway for all industries drives scalability
- 3. Local knowledge transfer e.g. Mobile Payments (EDC-Electronic Device Commerce)
- 4. Local management experience/ customer support
- 5. Back-end technology from Munich 1st level support locally



Wirecard Asia – a promising future development



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