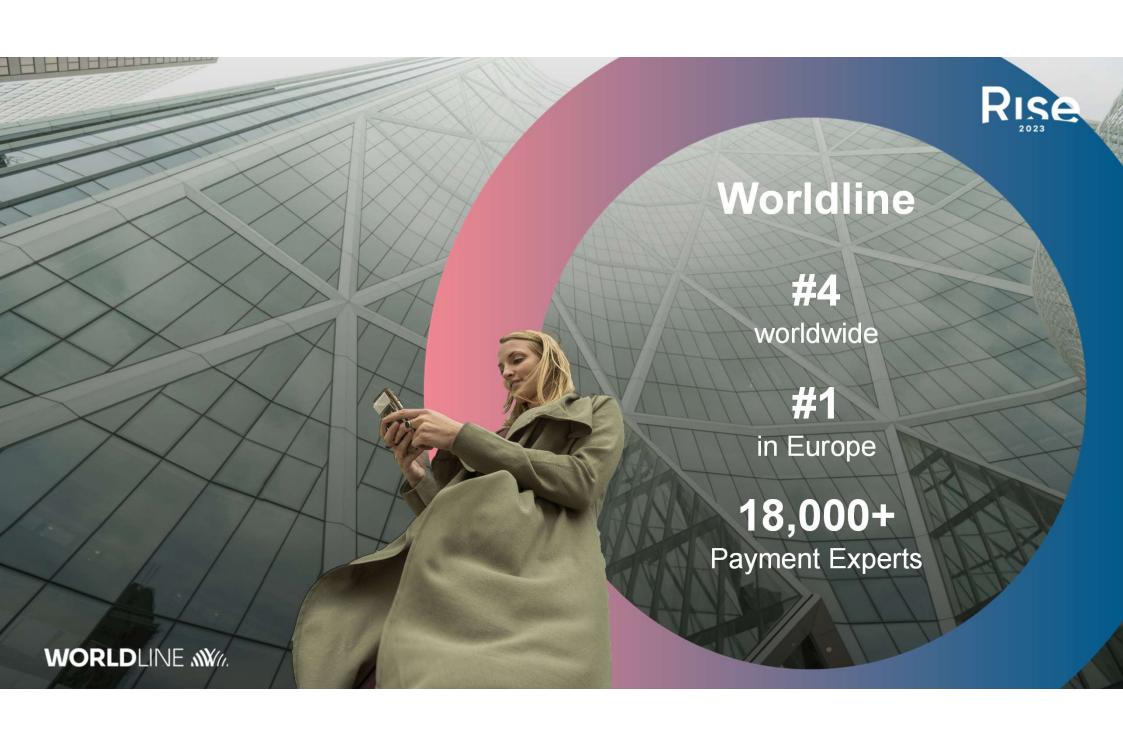
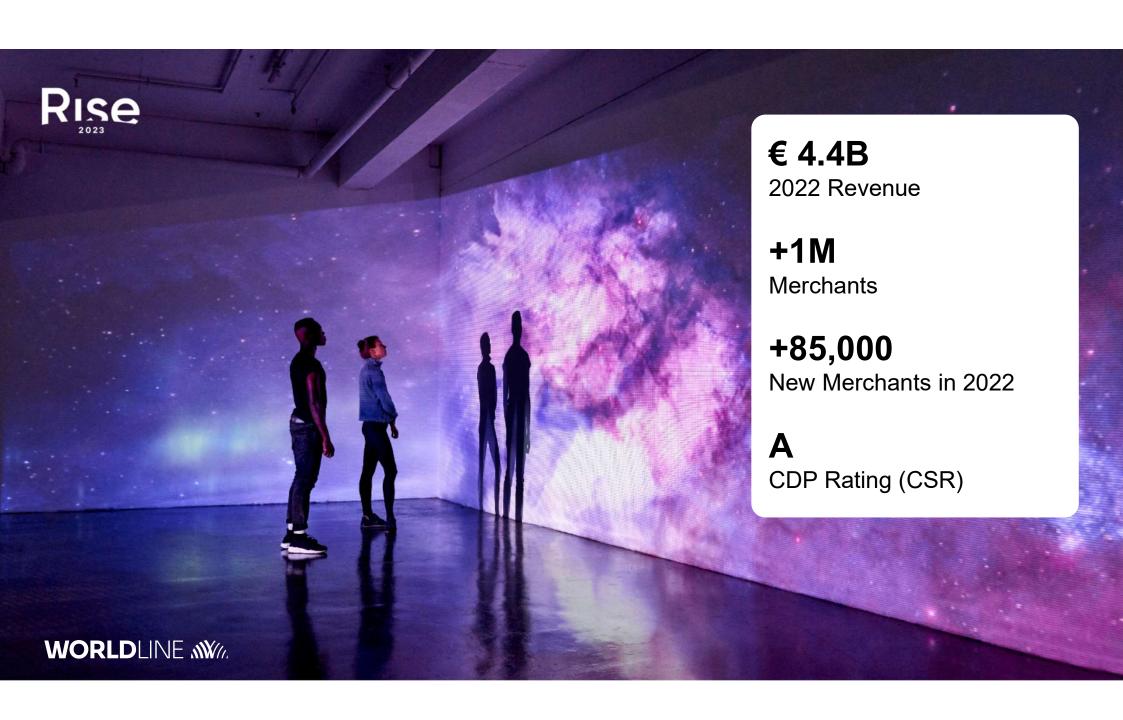
# Connecting the World: Exploring the Future of Digital Payments with Worldline



**Andrew Monroe** 

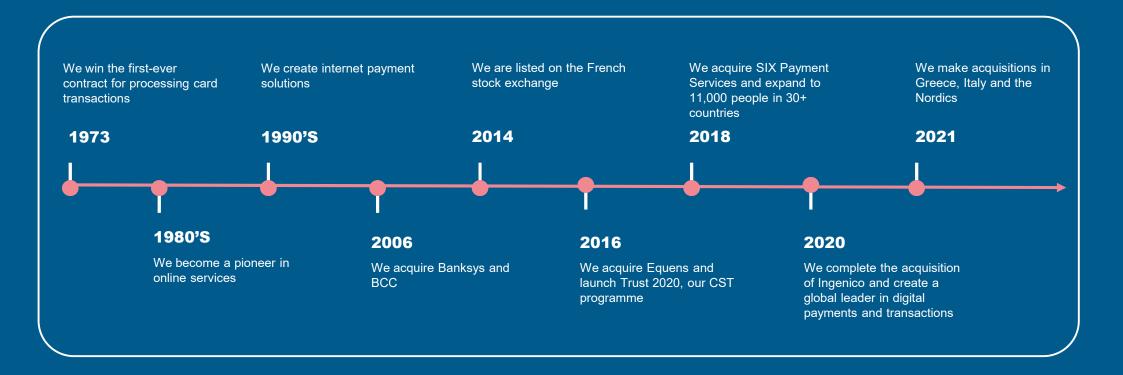
Acting VP of Direct Sales at Worldline and Head of Gaming & Media







# Helping businesses realise their ambition since 1973





# Worldline's dedicated Global Business Lines





### **Merchant Services**

Energising commerce with advanced payment services

**c. €3.0 BN** (c. 70%)

**1.25 M** merchants served



## **Financial Services**

Engineering the most trusted and advanced payment processing solutions

**c. €1.0 BN** (c. 22%)

**320+** financial institutions



## **Mobility & e-Transactional Services**

Bringing payment and regulation expertise to new markets

**c. €0.4 BN** (c. 8%)

**350+** clients in various industries



## Digital Commerce



700+

**Employees Globally** 

100+

**Payment Methods** 

Global

Coverage



c. 40 BN

**Processed Flow Value** 

500+

**Enterprise e-commerce** merchants and websites

150+

**Transaction Currencies** 

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## What we offer



Worldline Global Collect



**Worldline Travel & Airline Payments Suite** 



**Worldline Payment Orchestration** 



Worldline Payment Consulting Services



WORLDLINE MY

# Worldline's expansion







# **Geographic expansion** 3 markets per annum



## **Vertical expansion**

- Web3
- Crypto
- Metaverse



## **Solution expansion**

- Payment Orchestration
- Consulting Services



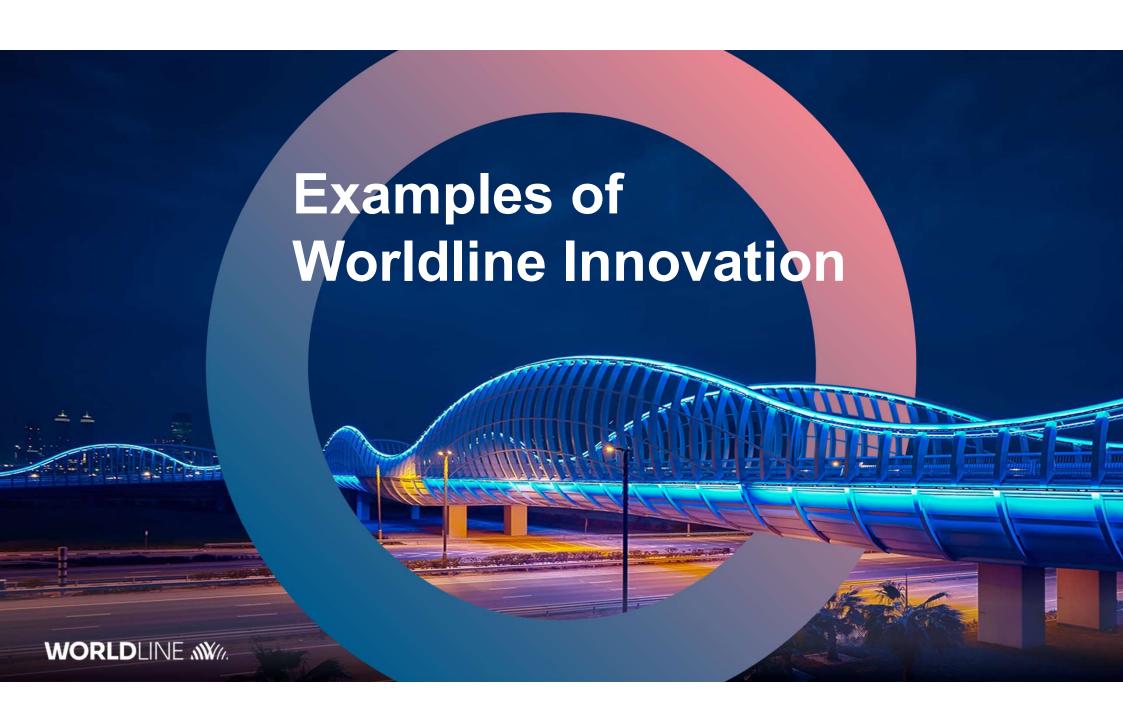
# Innovation – the key to grow all areas of business

## Innovation in payments allows businesses to:

- Not only meet, but shape the needs of a digital-first emerging demographic
- Create a experience that drives conversion and CLV
- Create a more secure and trusted environment for consumers to pay
- Provide scale and cost benefits to merchants without sacrificing UX
- · Reduce fraud and chargeback exposure
- Enhance the overall brand and image of the business



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## Live shopping



## How can we serve retailors' needs in a fast-growing ecommerce trend?

Create interactive shopping experiences via livestream videos and integrated payments

## **New shopping experience**

Merchants / influencers host live videos, interact with consumers, and enable consumers to purchase in real-time

## **Growing eCommerce trend**

Lives commerce has grown rapidly in China (\$300 billion volume in 2021, 15% total retail ecommerce), expanding in Europe and US with global brands

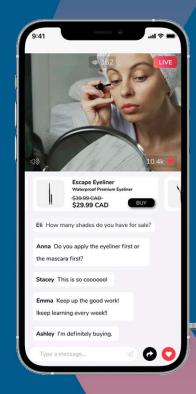
## **Integrated live shopping solution**

While-label enabling in-video checkout with Worldline payments - pilot success with L'Oréal.

In partnership with



Video: https://youtu.be/IMhh5fVWWuk







## What we offer

## How might we offer a better authentication experience for gamers?

Exploring behavioral biometrics as a means of authentication on video gaming platforms

#### Seamless authentication

Remove the friction of using virtual keyboards and passwords; Provide seamless authentication in immersive experiences: video gaming, metaverse

## **Optimize in-game payments**

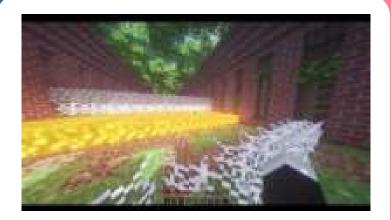
Video games are increasingly monetized via in-game transactions (~up to 60% for major publishers) and free-to-play games.

Behaviometrics authentication can improve gameplay experience and sales conversion

### **Drive R&D innovation**

Proprietary technology - continuously identify & authenticate player through in-game behaviour. Patent pending.









## Open app store payments



How can we help app developers tap into a new market opportunity?

Pursuing new market opportunities opening in mobile gaming as a result of regulation changes

## **New market opportunity**

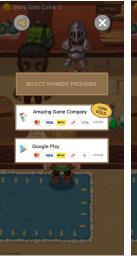
In-app payments are monopolized by Google and Apple with high fees (15~30%). However, EU, Korea and Japan have passed regulations to open up in-app payments market. Other markets are following (e.g. US)

## Help developers grow with their payments

Help app developers understand the best ways to position their payment strategy and use payments to accelerate their growth on mobile channels in the new market dynamics.

Video: https://youtu.be/IMhh5fVWWuk









## Group Payment

How might we improve the customer experience of group buying?

Offering a new way to organize payments for group buying/bookings in travel and ticketing, and even retail

## The challenge

Consumers (especially young consumers like GenZ) making group bookings/purchases often face the challenge of insufficient credits or funds, or the hassle of collecting payments

### A better way to pay

Offer an easy way to facilitate group payments through generating a group payment request and individual payments, simply - Request, Share and Pay

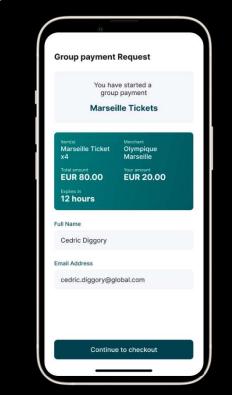
## Flexible integration

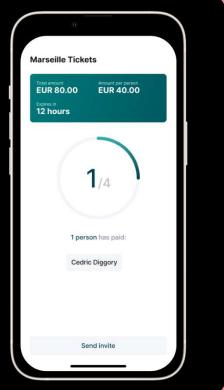
Merchants decide how the UI appears in the checkout flow and the payment expiration time

Demo Video: <a href="https://youtu.be/7ug0CTgt4V4">https://youtu.be/7ug0CTgt4V4</a>









# Immersive experiences in Metaverse

How might we serve the new customer experience in the metaverse?

Exploring new ways for our merchants to engage with their customers in the metaverse and testing new payment experiences

## Commerce in Metaverse?

The global AR,VR and MR market will roughly reach \$250 billion by 2028. Besides gaming, commerce is predicted the industry that will be the most impacted

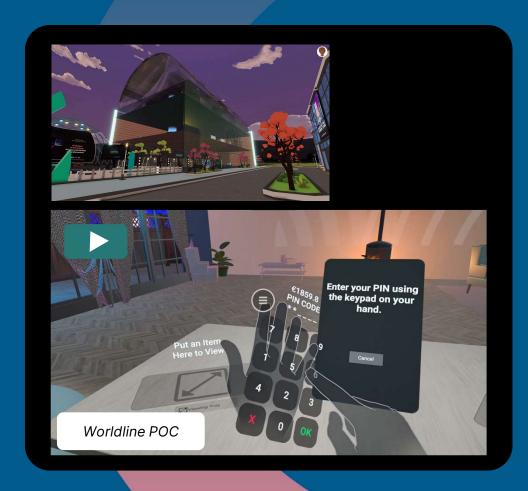
### Virtual shopping mall solution

Worldline launches a new shopping mall in Decentraland, offering virtual shopping mall as a white-label solution

#### **VR Commerce**

Exploring new customer payment experience in virtual reality, with Pin On Palm and voice authentication.







Payments to grow your world



# Rise Travel 2023



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