NFC Payment & Services on Mobile Devices

Understanding the implementation of contactless services on mobile devices

Presentation

This educational seminar enables attendees to acquire a global and comprehensive overview of new contactless services on mobiles and to understand the roles, processes and actors that are part of this ecosystem

Key points

- Global overview based on a functional description of implemented technical mechanisms
- Rolling updates of the content to take into account technological evolutions and works in progress

Target

Targeted audience includes any staff member (decision maker, service manager, project manager) involved in payment project and NFC services and willing to understand the consequences of this new "form factor"

Duration

- 1 day

Pre-requisite

The seminar requires participants to have basic knowledge of card systems and contactless technology

Customization upon request

The content of this seminar can be modified and enhanced to meet customer-specific requirements. Please contact us for customization requests and availability of trainers

Trainers

Experts in payment systems and mobile technologies

Language

This seminar is given in English or French

Price

Contact us

Documentation

Slide deck

Card & Payment Acronyms

About Galitt

Over 20 years of chip card and EMV related payment experience

Galitt is recognized for delivering innovative projects using advanced smart card technology & defining flexible payment architectural solutions

Galitt
+33 177 702 800
www.galitt.com
contact@galitt.com

Galitt - Training Centre
training.galitt.com
training@galitt.com
+33 177 702 800

NFC Payment & Services on Mobile Devices

Program

Morning

1. NFC (Near Field Communication) Services

- **Concepts**
  Origins, business rationale
- **Operating Modes**
  "Reader", "Card", "Peer to Peer"
- **Technology and Standards**
  Technological principles, standards (ISO 14443, FeliCa), NFC Forum
- **NFC Market**
  Expectations, worldwide status
- **NFC Services on Mobiles**
  Added-value, domains of usage (payment, ticketing, marketing...)
- **Roll-out**
  Status overview

2. Mobile Stations & Mobile Networks

- **Hardware Architecture**
  User interfaces and networks
- **Software Architecture**
  Operating systems, Java...
- **Mobile Networks**
  Standardization, features, Over-The-Air (OTA)
- **SIM Card Main Functionalities**
  Secure access to networks, user ID, roaming, interfaces management...
- **Secure Elements**
  UICC, "Secure Memory Card", "Embedded Element"
- **From Voice to Data**
  Network generations (GSM, GPRS, EDGE, UMTS...), OTA services (SMS, BIP...)

Afternoon

3. Mobile Applications Management

- **Life Cycle**
  Service eligibility, logical and physical data preparations, application provisioning, installation, porting, renewal, end-of-life...
- **GlobalPlatform Standardization**
  Concept, architecture, security domains...
- **A fast growing ecosystem**
  Conflicts between actors, scenarios for key and services management
- **A new actor, the Trusted Service Manager (TSM)**
  Concepts, functions, exchanges between systems (GP messaging, AFSCM interfaces)
- **The user experience**
  From subscription to cancellation

4. Project perspectives

- **Success factors, lessons learnt**
  Japan and Korea examples
- **Project examples**
  Google Wallet™ (United States), Ulysse (transit), Ergosum (retail), Apple Pay
- **Services in the Cloud**
  HCE (Host Card Emulation) and tokenization

Due to the continuous changes, the content of the seminar is updated regularly

Galitt