

# GSMA Mobile for Development





GSMA

Has represented the interests of mobile operators worldwide for more than

30 YEARS

with almost **(5**() 400

000

Convenes more than 200,000 people annually from across the globe to industry-leading events





Focuses on activities where collective action can deliver significant benefits



Led the mobile industry to formally commit to the Sustainable **Development Goals** 



## Digital technology transforms lives





**5 billion** mobile subscribers are active globally



3.8 billion

located in lowand middle-income countries



Digital technology has the reach, capability and integration in daily life to deliver transformative impact for those who need it most







Digital inclusion helps people improve the lives of their families – better health, information for their children's education, access to household utilities and enhanced family income



## Mobile for Development

## ຈື່ຫຼືຈື່ຫຼື 58 million lives impacted to date



We drive innovation in digital technology to reduce inequalities in our world

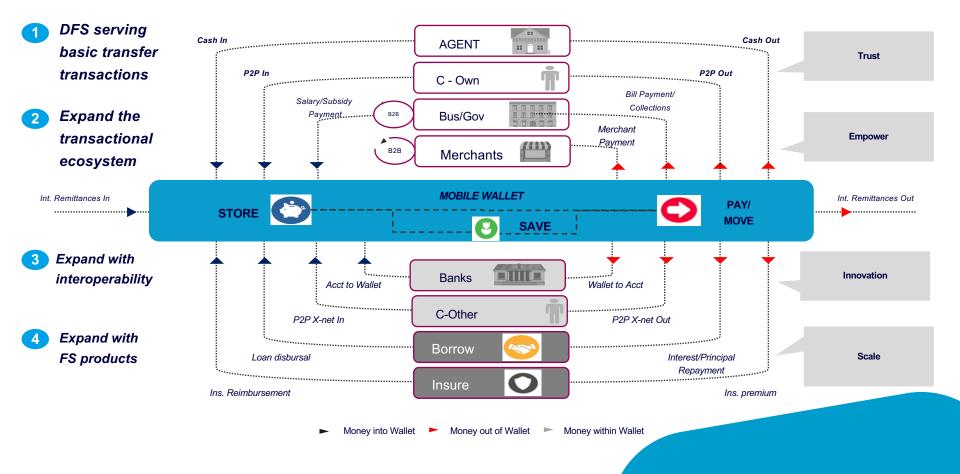




# Mobile Money Ecosystem

Copyright © 2019 GSM Association

Mobile Money has the opportunity drive financial inclusion to the most marginalized populations, through building the <u>full payments ecosystem</u>





# Mobile Money Image: Construction of the Industry: State of the Industry: ASIA

November 5<sup>th</sup> 2019 – ADB annual conference

Copyright © 2019 GSM Association

In 2018, the mobile money industry added another 143 million registered customers reaching 866 million registered accounts — a 20 per cent year-on-year increase.

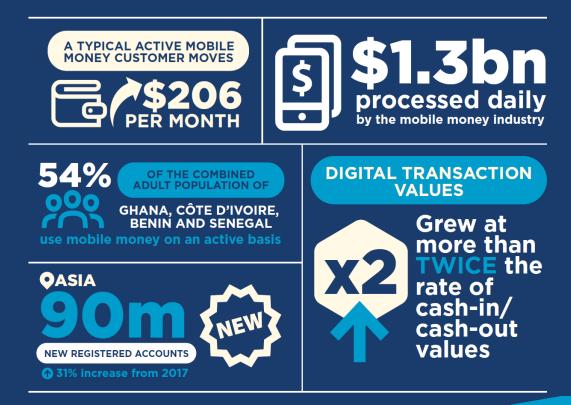
## **MOBILE MONEY IN 2018**



62 MOBILE MONEY DEPLOYMENTS HAVE MORE THAN 1 M ACTIVE ACCOUNTS compared to 54 in 2017 and 13 in 2013



The industry is now processing over \$1.3bn per day with digital transactions growing at more than twice the rate of cash-in and cash-out





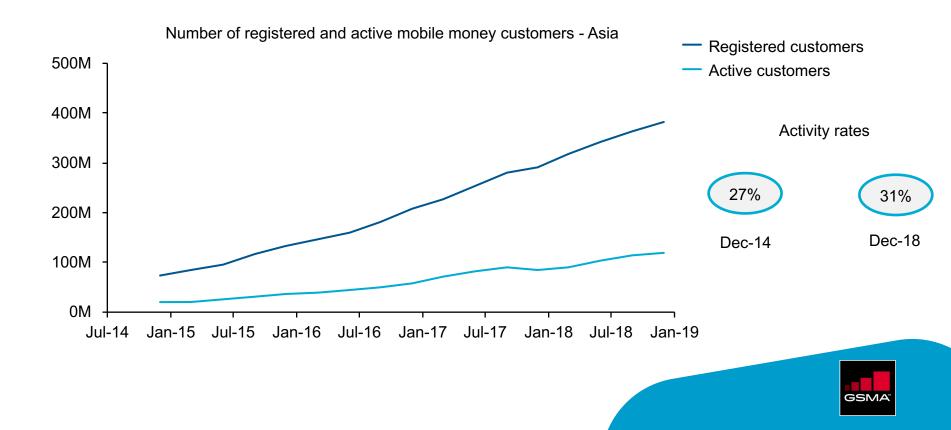


\*133#

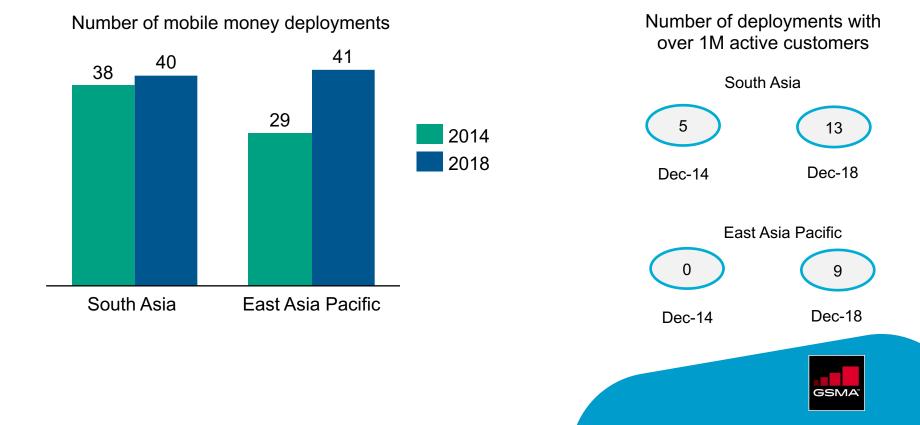
Today, providers are navigating a dynamic and shifting ecosystem shaped by four key trends:



In Asia the number of registered mobile money customers has grown to over 382m and activity rates increased to 31% as of December 2018

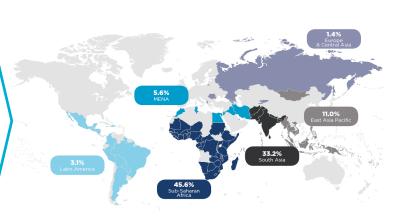


While the East Asia Pacific region has seen a number of new deployments, customer growth has been driven by existing deployments



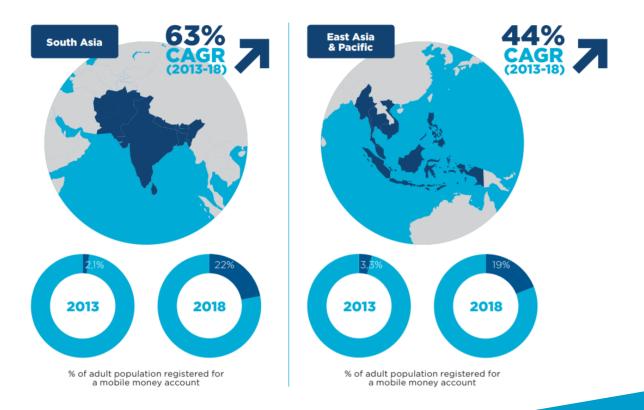
East Asia and Pacific experienced the highest year-on-year account growth at 38 per cent and now represents 11 per cent of registered accounts globally





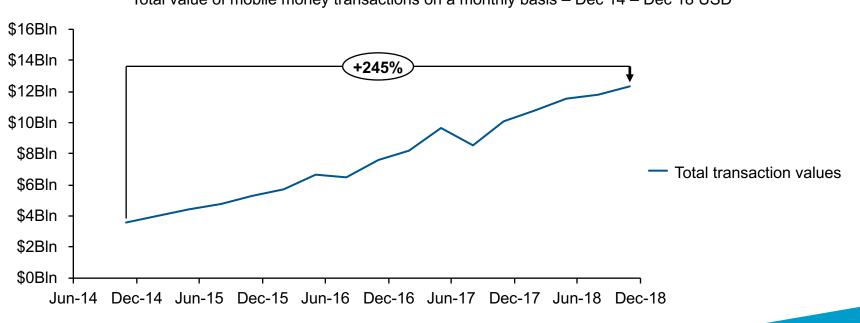


In the past years, the share of combined adult population in Asia with a mobile money account has increased rapidly





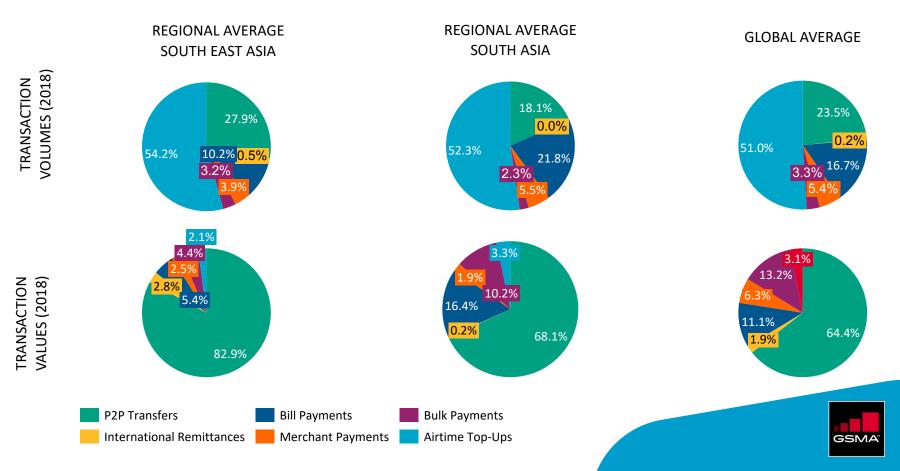
## Over the past few years transaction values in Asia have grown exponentially passing USD 12 billion per month as of December 2018



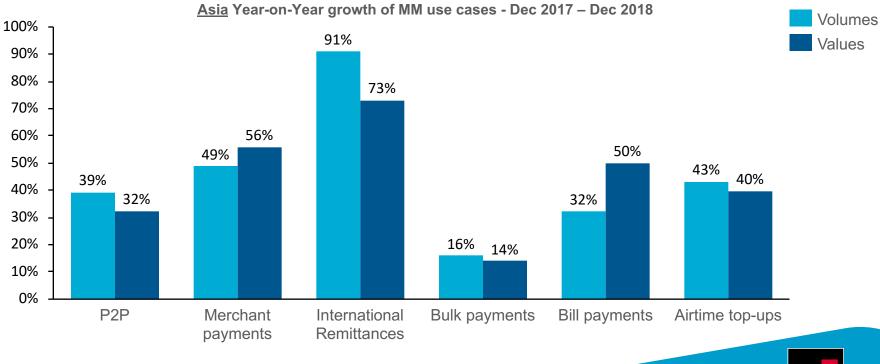
GSM

Total value of mobile money transactions on a monthly basis – Dec 14 – Dec 18 USD

## In SEA, P2P transactions still represent the bulk of values transacted. In South Asia, bill payments represent a higher proportion of transactions than average

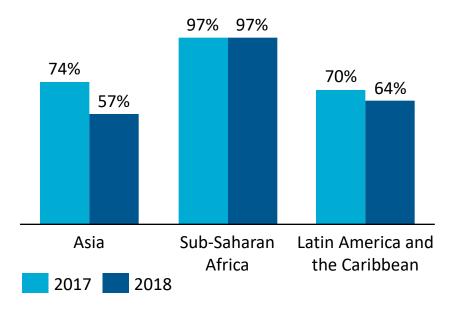


## International remittances and merchant payments were the two fastest growing use cases in Asia



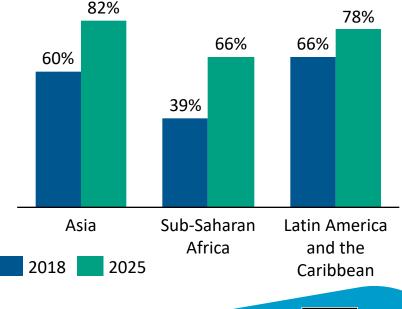


## Between 2017 and 2018 Asia saw the highest drop in transactions processed through USSD channel. Smartphone adoption was the main driving force



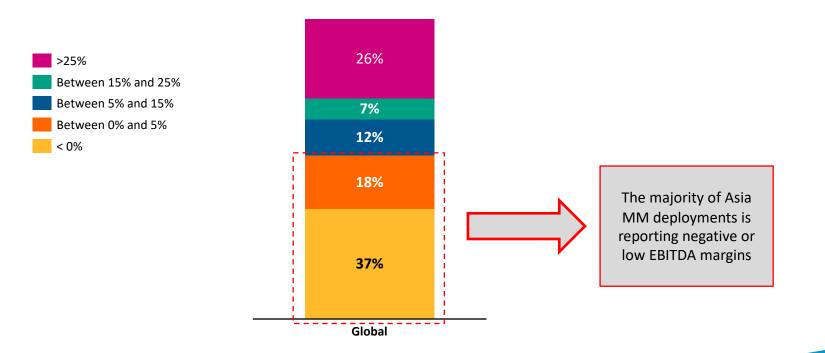
% OF TRANSACTIONS THROUGH USSD CHANNEL

SMARTPHONE PENETRATION (2018 & 2025)



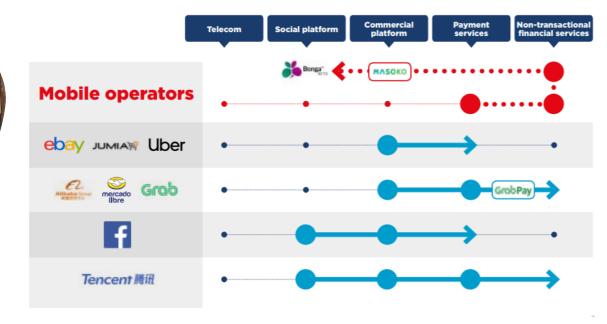


## While a large number of mobile money deployments globally are now reporting healthy margins, in Asia margins are lower or negative





2018 saw many non-financial players invest in mobile-based payment businesses





## Ecosystem development, bank integrations and increasing rural penetration are the top priorities for the industry in Asia

GLOBAL

#### STRATEGIC PRIORITIES TOP 3 SELECTED BY RESPONDENTS

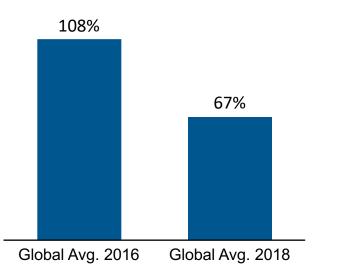
ASIA

GSMA

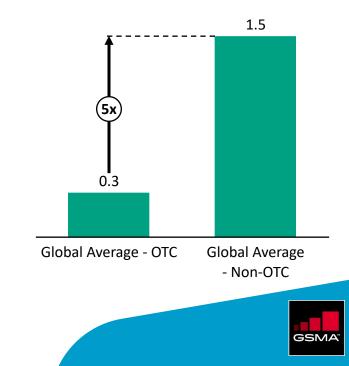
#### **Ecosystem Development** 83% 62% and Partnerships 48% Bank integrations 54% 38% 36% Developing a credit product 33% Increasing Rural Penetration 46% 25% Enterprise solutions 23% Building Smartphone Apps/ 23% 15% Smartphone strategy 12% Data Monetisation 23% 12% Developing an insurance product 15% 10% OTC Migration 23% 4% **Reducing Gender Gap** 0% 23% Others 23%

While the number of unregistered customers transacting OTC has declined, there is still an opportunity to migrate customers to wallets

#### UNREGISTERED CUSTOMERS TRANSACTING OTC / TOTAL REGISTERED CUSTOMERS



AVERAGE REVENUE PER USER (ARPU) – OTC vs NON-OTC (USD) – (JUNE 2018)



#### There is an opportunity for Asia mobile money deployments to grow the number of integrations with ecosystem

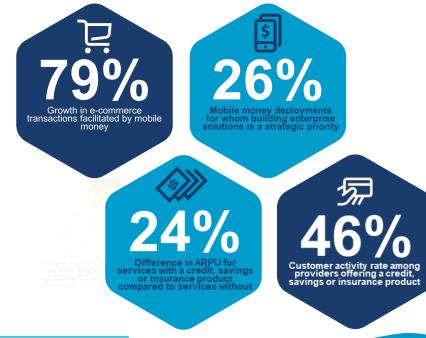
Average number of integrations in the Mobile Money Ecosystem





## Close to 80% of providers responding to our global adoption survey reported that most of their revenues are driven by customer fees

- Transitioning away from a revenue model heavily reliant on customer fees to a diversified revenue model stemming from businesses and governments is crucial to ensuring that the mobile money industry can continue to serve customers sustainably and ensure the underserved are not left behind
- In 2018, we saw more mobile money providers shifting their focus on expanding their value proposition to adjacent services including enterprise solutions, credit and savings





#### Multiple product innovations and partnerships are emerging Asia



Singtel launched VIA, Asia's first cross border mobile payment alliance VIA will create a region-wide payment network available in Singapore, Thailand, India, Philippines and Indonesia



#### **Grab launched 'Pay Later' facility for its services and online shopping** *Pay Later offers a post-paid payment facility which allows customers to pay for Grab services at the end of the month, without*

additional costs



Paytm Payment Bank becomes India's largest payment gateway, launches stockbroking service and opens on VISA network

PPB launched Paytm Money to offer stockbroking and partnered with Visa for debit card



### Go-Jek launched an on-demand video platform Go-Play

Indonesian ride-hailing super app Go-Jek, introduced its on-demand video streaming platform called Go-Play



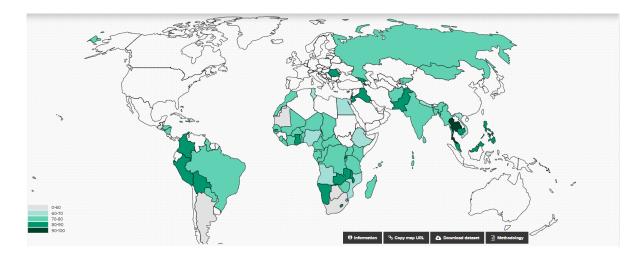
## The mobile money industry encountered developments in five main areas of regulation in 2018/19.



Increasingly complex regulation

## The Mobile Money Regulatory Index comprises six dimensions to asses the effectiveness of regulatory frameworks

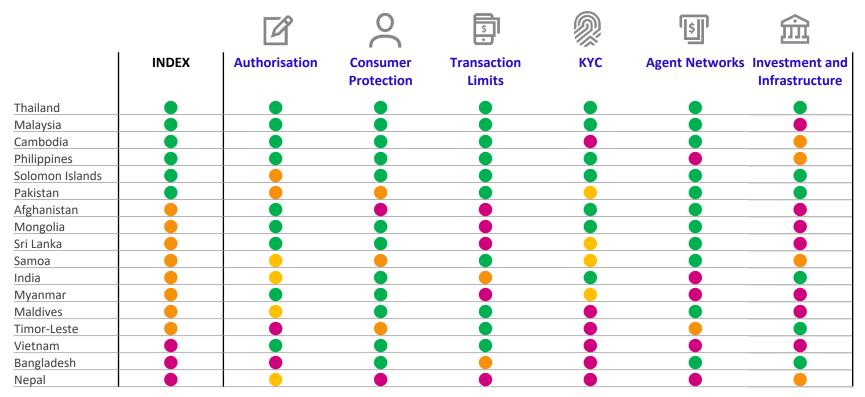
The GSMA Mobile Money Regulatory Index



Dimensions
Authorization
Consumer protection
Transaction limits
КҮС
Infrastructure and investment environment
Agent Network



#### Mobile Money Index Scorecard: Asia-Pacific





#### **Policy Dimensions – Country Example**

#### Mobile Money Regulatory Scorecard



#### Authorisation

Eligibility Authorisation Instruments Capital Requirements International Remittances

**Consumer Protection** Safeguarding of funds Consumer Protection Rules Deposit Insurance

Transaction Limits

Entry account transaction limits Entry account monthly limits Entry account balance limits Top account transaction limits Top account monthly limits Top account balance limits



100/100

100/100

100/100

100/100

100/100

0/100

37/100

50/100

22/100

32/100

100/100

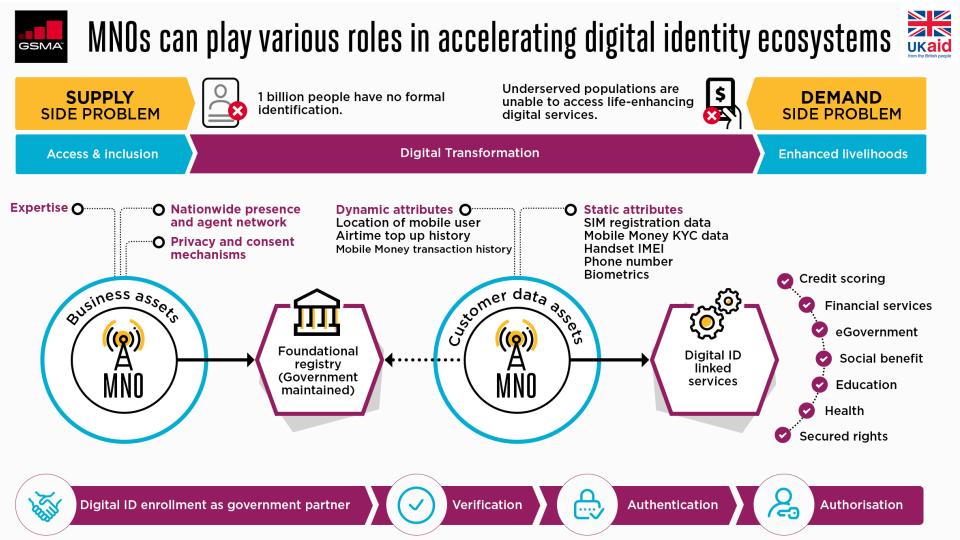
100/100

0/100

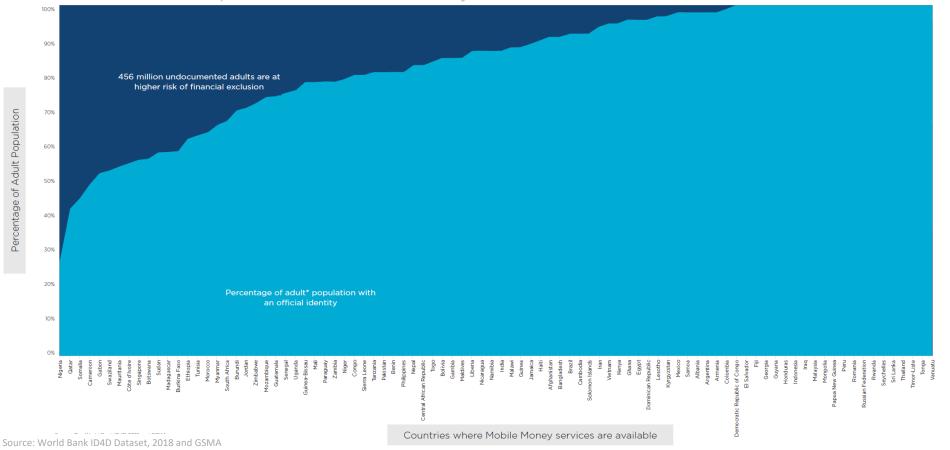
#### Sri Lanka (77/100)

#### КҮС Permitted identifications 100/100 **KYC** Requirements 0/100 100/100 AML/CFT Obligations 100/100 Regulation on ID requirements Agent Networks Agent eligibility 100/100 100/100 Agent authorisation 33/100 Permitted agent services 67/100 Agent network conditions Investment & Infrastructure 100/100 Sector-specific tax 0/100 ID Verification Infrastructure Interoperability 100/100 100/100 Payment and settlements infrastructure 50/100 Interest payments 0/100 Financial inclusion





#### The risk of financial exclusion is (also) significant as undocumented people are unable to open bank or mobile money accounts - even where these are available





GSMA Mobile Money Group
 @GSMAMobileMoney

gsma.com/mobilemoney mobilemoney@gsma.com