From Cash and Coin to e-Wallets: Challenges for Mobile Money Regulation in Developing World Contexts

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The core issue, simplified



http://www.learnsomethingeveryday.co.uk/2011/04/04





financial inclusion goals

underserved populations

willingness to experiment and borrow

low capacity

mobile phone crash course



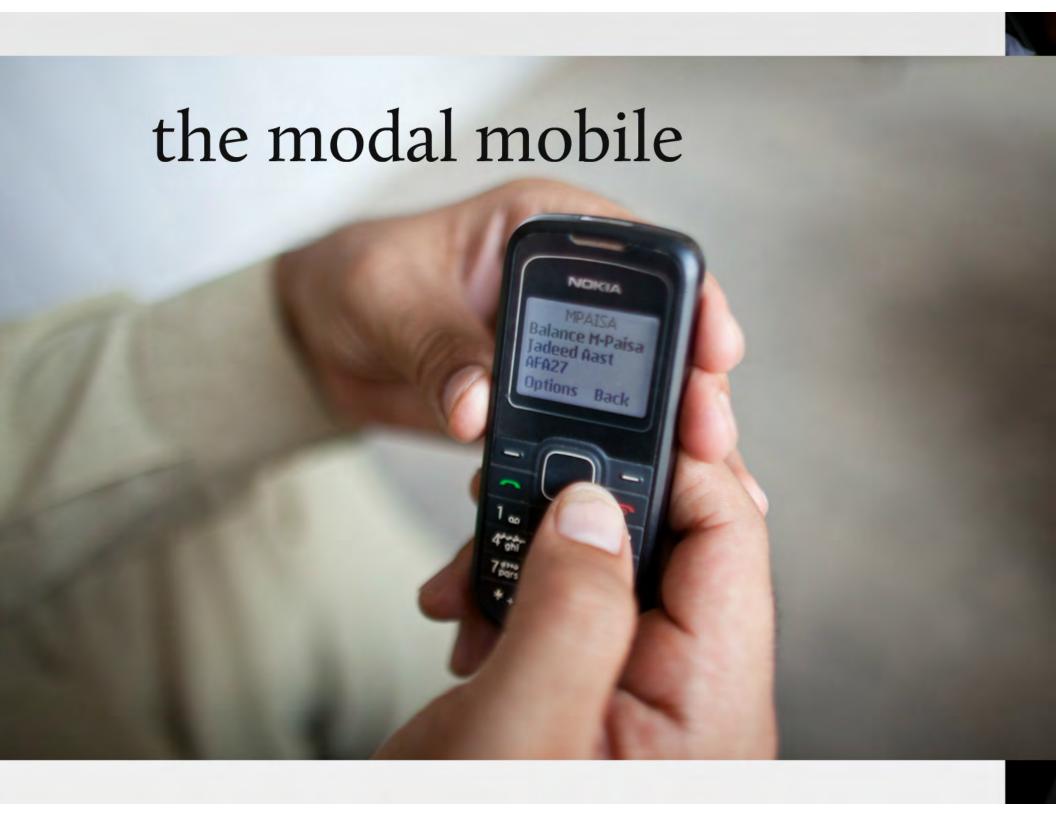
SIM and STK SMS



[WAP]



HTML/XHTML on mobile device





simple feature phone prepaid topup, not subscription-based

why USSD or SMS/STK application basic feature phones in the hands of millions

business realities

why SMS/STK for M-PESA (and others...)

- maintain control over the customer
- carrier dependency reduce churn
- security

the "secure element"

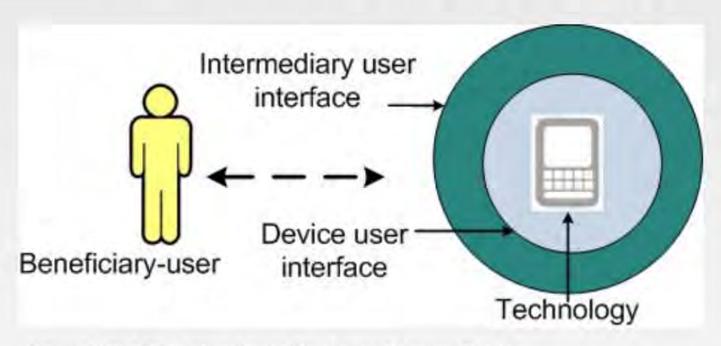


- the digital ID of the user
- SIM: Subscriber Identity Module
- "A SIM card contains its unique serial number, internationally unique number of the mobile user (IMSI), security authentication and ciphering information, temporary information related to the local network, a list of the services the user has access to and two passwords (PIN for usual use and PUK for unlocking)." Wikipedia

"It seems like such an inconvenience that language is spoken by human beings" - attributed to linguist Robin Lakoff



use ≠ ownership!



Intermediated Technology Use in Developing Communities, by Nithya Sambasivan, Ed Cutrell, Kentaro Toyama, and Bonnie Nardi http://www.ics.uci.edu/~nsambasi/CHIro_IntermediatedInteractions.pdf



multiple users, one phone multiple SIMS, one user SIM swapping

SIM ≠ individual person!



Jan Chipchase, 1MTFl Flickr



Younghee Jung, http://younghee.com/category/work/



what does this do to the idea of a secure element?

money crash course

conventional view

- means of exchange
- store of value
- method of payment
- measure of value
- unit of account
- promise or claim

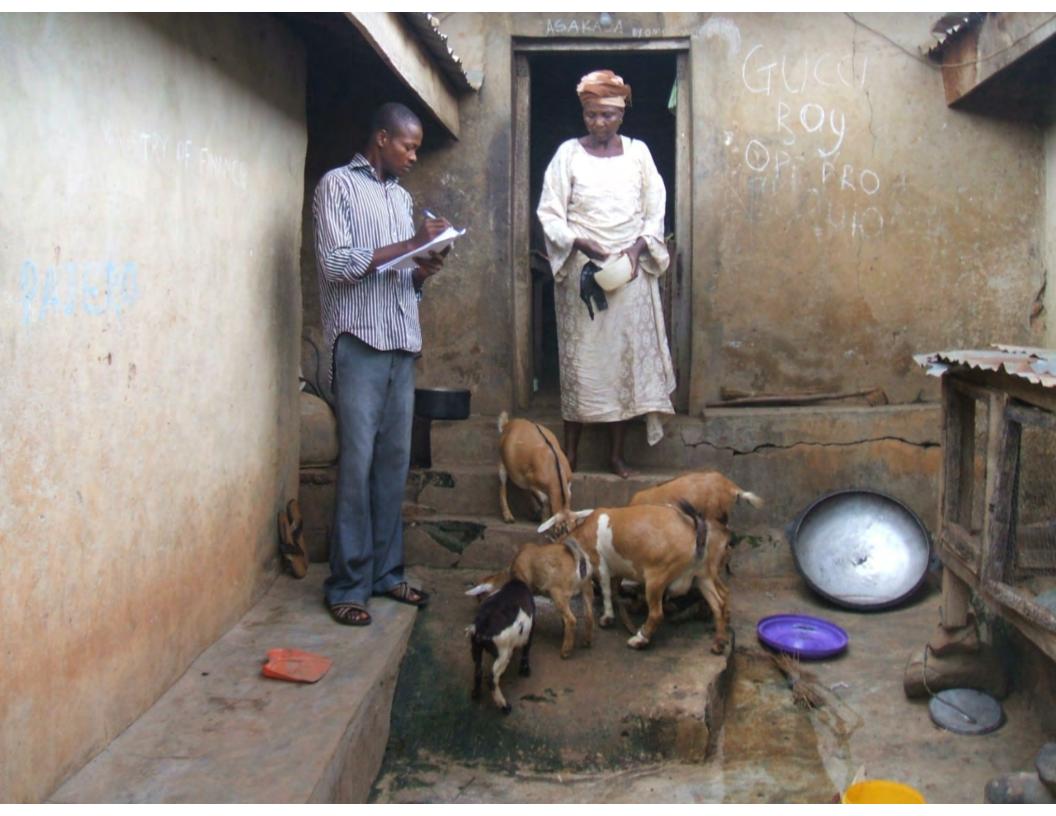
anthropological view

- money as a social currency
- religion and ritual
- magic
- earmarking
- sequestering
- "special moneys"

SUNTED STATES OF AMERIC money crash course conventional view means of exchange · store of value method of payment · measure of value F002046080 unit of account · promise or claim Esclibe anthropological view • money as a social currency · religion and ritual · magic · earmarking sequestering · "special moneys"

different objects for different functions of money











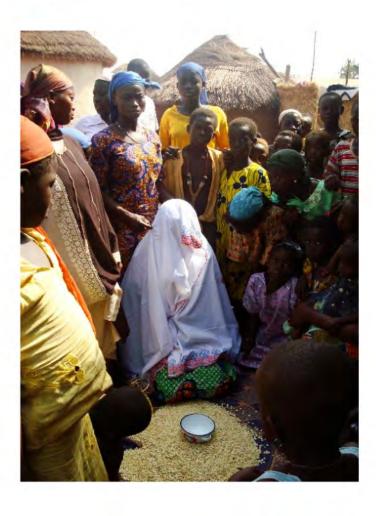
sequestering



special moneys for special purposes







modifications and wrappers







social and ritual practices











what does this do to the idea of money itself?

use-cases for money

money is a designed object, a set of designed systems, which can be repurposed by its "users"

not a universal equivalent, a "flat wash," or a neutral medium



fraud prevention definition of "agent"

v value

change

Means

standard? ional currency?

Money's classic functions

Method of pay

possible design princi



structur calendar

separ

arate kitties parate currencies

Promise or claim

possible design principles



use social networks and social intermediaries for shared or pooled accounts for identity verification

> Regulatory issues: KYC, AML fraud prevention definition of "agent"

functions

Regulatory issues
consumer protection and deposit insurance
AML/CFT
status of the float?

Method of payment

possible design principles



structured accounts tied to ritual and temporal cycles (e.g., ritual calendar, MFI repayment sheedule, income from sale of surplus)

separate kitties for ritual expenditures (perhaps like an annuity)

separate currencies for ritual expenditures

if people are already collecting "dead" coins or bills, or special wealth items, create a way for them to do so virtually



if people are already collecting "dead" coin wealth items, create a way for them to do s

mobile money services]

, AML

Measure of value

possible design principles



allow a mobile money service to operate in different currencies or to calculate exchanges to take advantage of the spread



[ps: people already use mobile money services to help them manage informal forex]

how about notional currencies, in "cows" or "forests?"



Regulatory issues capital flight monetary policy issues AML/CFT "deposit" insurance

Store of value

possible design principles





allow for separate kitties
maybe in separate currencies
and allow people to disclose or hide
depending on the purpose of the funds



[ps: people are already doing this with mobile money services]

Regulatory issues: taxation, AML



Unit of account

possible design principles

allow volumetric measures for very low value



cups of coins

keep the change

Regulatory issues:

national currency as standard? integrity/trust of national currency?



The "story arc" of mobile money regulation thus far



branchless banking

CDD KYC

mobi

cai

AML/CFT

client identity requirements

banking regs

purse limits

who can take deposits?

who can be an agent? proportionate due diliger

mobile money

banking regs

can there be interest? deposit insurance?

no can take deposits?

who can be an agent? onate due diligence

non-bank

status of e-fl

payments systems oney prepaid pr

status of e-float

e interest? "nø one wants to be a dumb urance? pipe" - fee structures - value

chain in payments

non-bank e-money issuers

int

ems

private network rules

antitrust

be a dumb

res - value

are payments a public good?

interoperability

more players in the ecosystem:

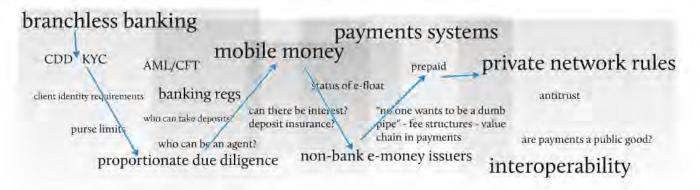
device manufacturers card networks database management systems third party app developers

scale your agent network

or

"the disappearing agent"
"cash in and never cash out"

The "story arc" of mobile money regulation thus far



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One key lesson:

The focus on regs from the get-go - spurred by MFIs - has meant regs and innovation have gone hand in hand

....in the developing world, at least

In the US, by contrast: "I have a regulator?" "Yes, meet your regulator!"

so, e.g.: The Fed and Reg E on prepaid

Another key lesson



is it money transfer, banking, or payments?

the regs, the tech and business models may determine a lot....

but the things people do with these systems will drive change

financial inclusion and financial integrity

informal and formal

public and private





HOME

VALUES

HOW IT WORKS

FAQ | FINANCIALS

EVIDENCE

CONTACT

OUR TEAM

how it works

GiveDirectly leverages mobile money systems to make direct transfers to poor households at the lowest possible cost.



(1) You donate through our webpage. Your donation moves through a payment-processing service to our bank account.



(2) We locate poor households in Kenya. We do this in three steps. We first select regions of Kenya with high poverty rates using census data. We then identify villages with low-quality housing and access to an agent providing mobile-phone-based payment services. Finally, we identify the poorest households in these villages using simple, transparent criteria: we target all households living in homes made out of mud, wood, and grass. These criteria effectively identify relatively poor households and are generally perceived by the community as fair. We record eligible households' phone numbers or, for those that do not have a phone, provide them with a SIM card. We follow up initial identification with a rigorous process of audits to prevent mistakes or fraud. (Learn more about targeting.)



(3) We transfer money electronically to the recipient's SIM card. We move the money from our US bank to our account with Safaricom's M-PESA mobile payment system, and then from our M-PESA account to the recipient's M-PESA account. The recipient gets an SMS text message reminding them of the transfer.



