

# WebNFC Bridge

WebNFC<sup>1</sup> Use-case for Secure Interaction Between  
an Untrusted Web-page and a Connecting Mobile Device

The following *conceptual specification* builds on the same core as the Web2Native Bridge<sup>2</sup>. In fact, the *intention* is that invoked native applications would be *identical* for both schemes.

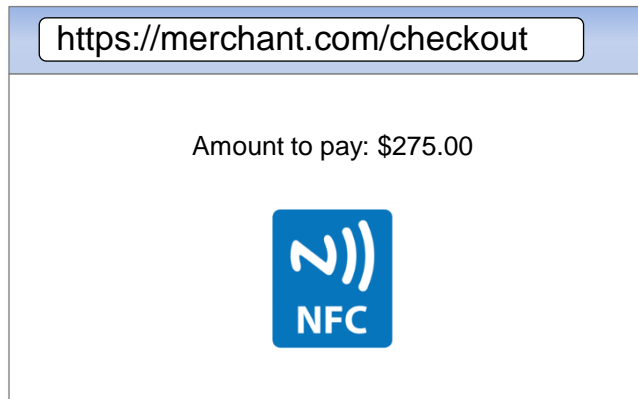
On the Web-side there are minor differences, since NFC and local application invocation have distinct JavaScript interfaces, whereas the actual *application code* should be identical, including error handling.

Note that this specification does not include a security element since such functionality can be supplied in many different ways when needed.

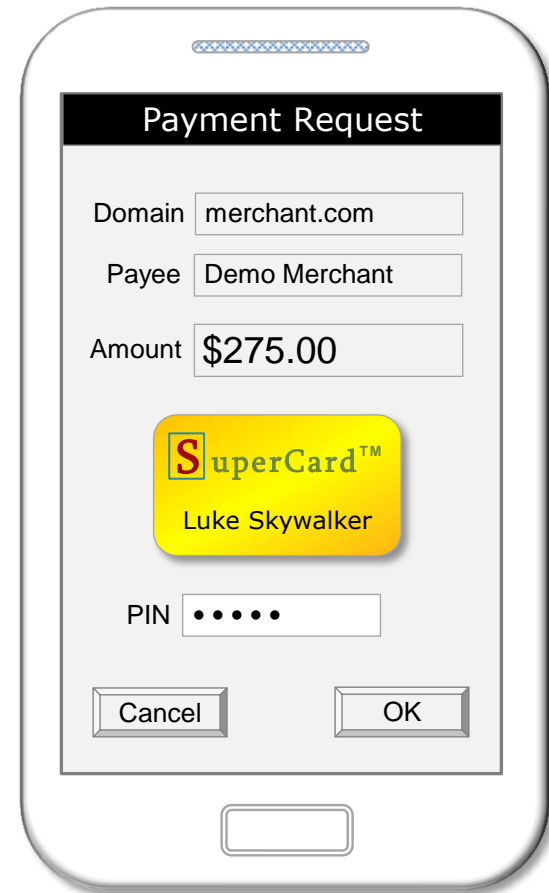
1. <https://www.w3.org/community/web-nfc/>
2. <https://cyberphone.github.io/openkeystore/resources/docs/web2native-bridge.pdf>

# WebNFC Bridge – Typical Use Case

- ① User interacts with a Web application on a PC, POS terminal, Vending machine, etc.

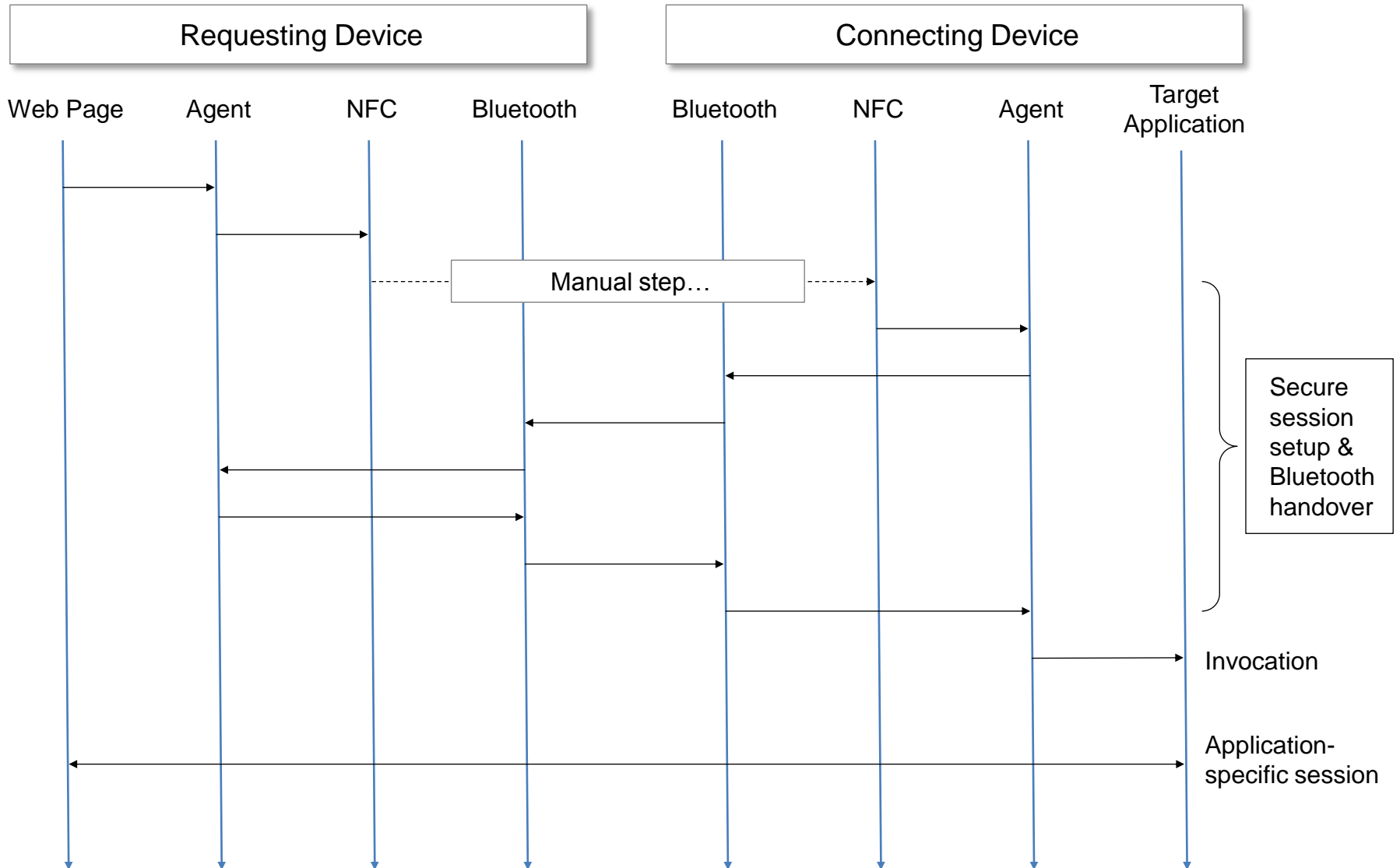


- ② User performs the NFC connection



- ③ User finishes the request in the securely connected mobile device

# WebNFC Bridge – Sequence Diagram



# WebNFC Bridge – Applications

- Secure Web Payments
- User Authentication
- Supplying User-data
- Games
- Virtual Passports & Visas
- Boarding Cards
- Interaction with TVs including remote control
- You name it...