



# Mojaloop Training Program

In collaboration with



**MODUSBOX**



# Goals of talk

Explain new branding - MPP to MTP

Show that the Mojaloop Training Program is a useful resource that has real structure and value and is available to everyone.

Promote Usage of the Program

Show that all community member can contribute - and explain how.



# Why do we need a Training Program?

## **Build Mojaloop Adoption?**

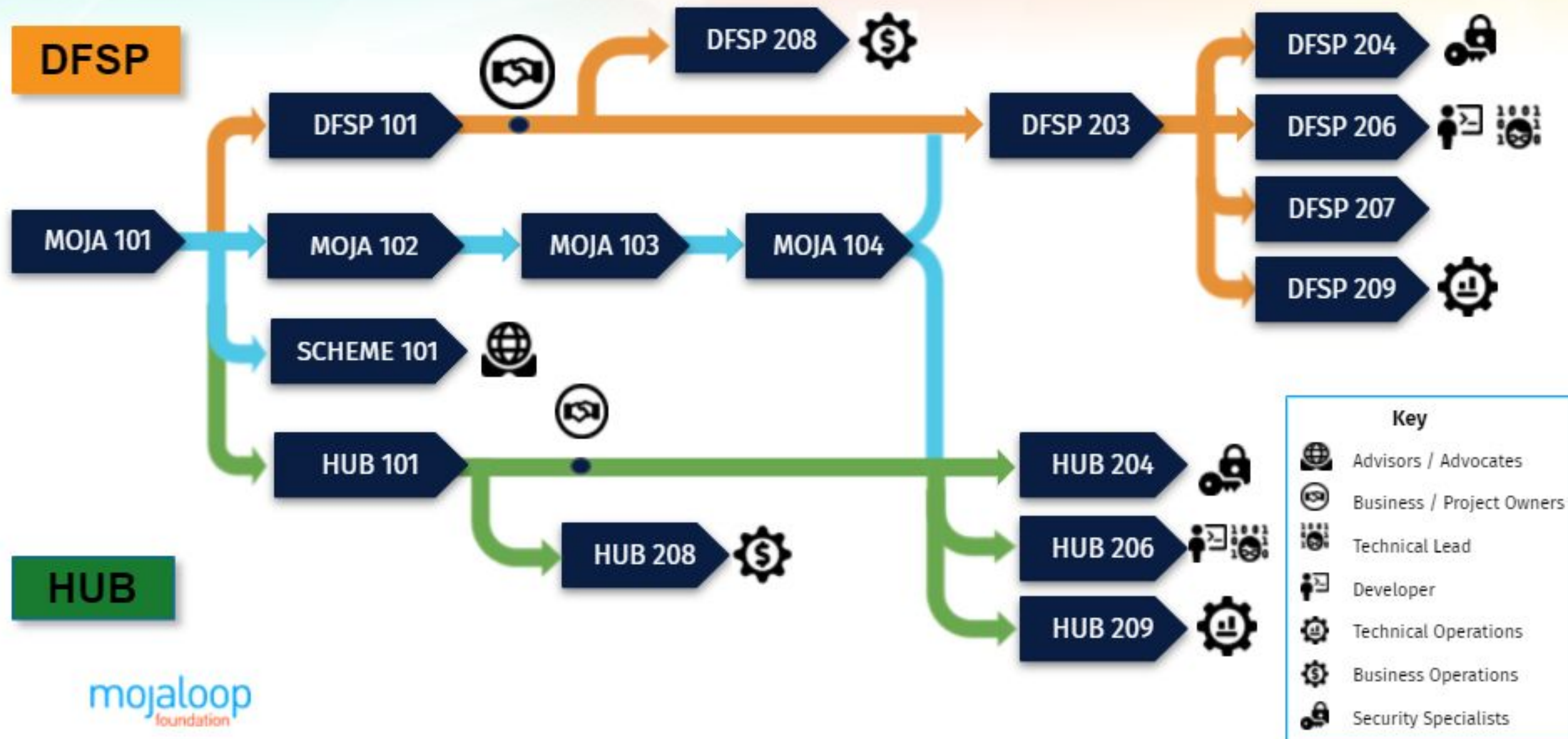
Mojaloop's brilliance is in the details. The more you know about Mojaloop the more you want to be part of the community. Onboarding needs to be easy.

The **Mojaloop Training Program** is designed to explain the ideas of Mojaloop clearly, concisely to build and understanding of Mojaloop with minimal effort.

Training Program is designed to support other onboarding initiatives.

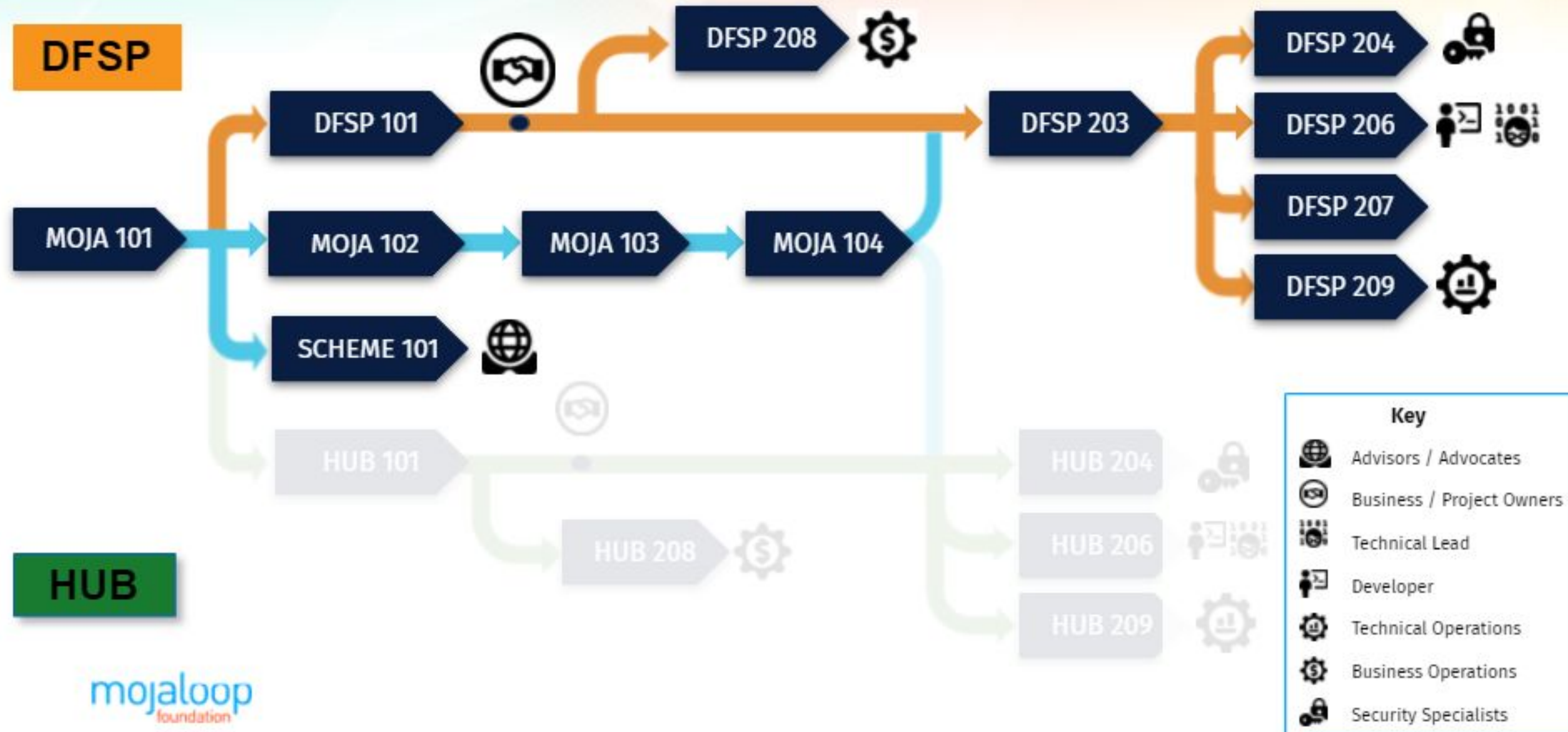


# Mojaloop Training Program - Course Outline



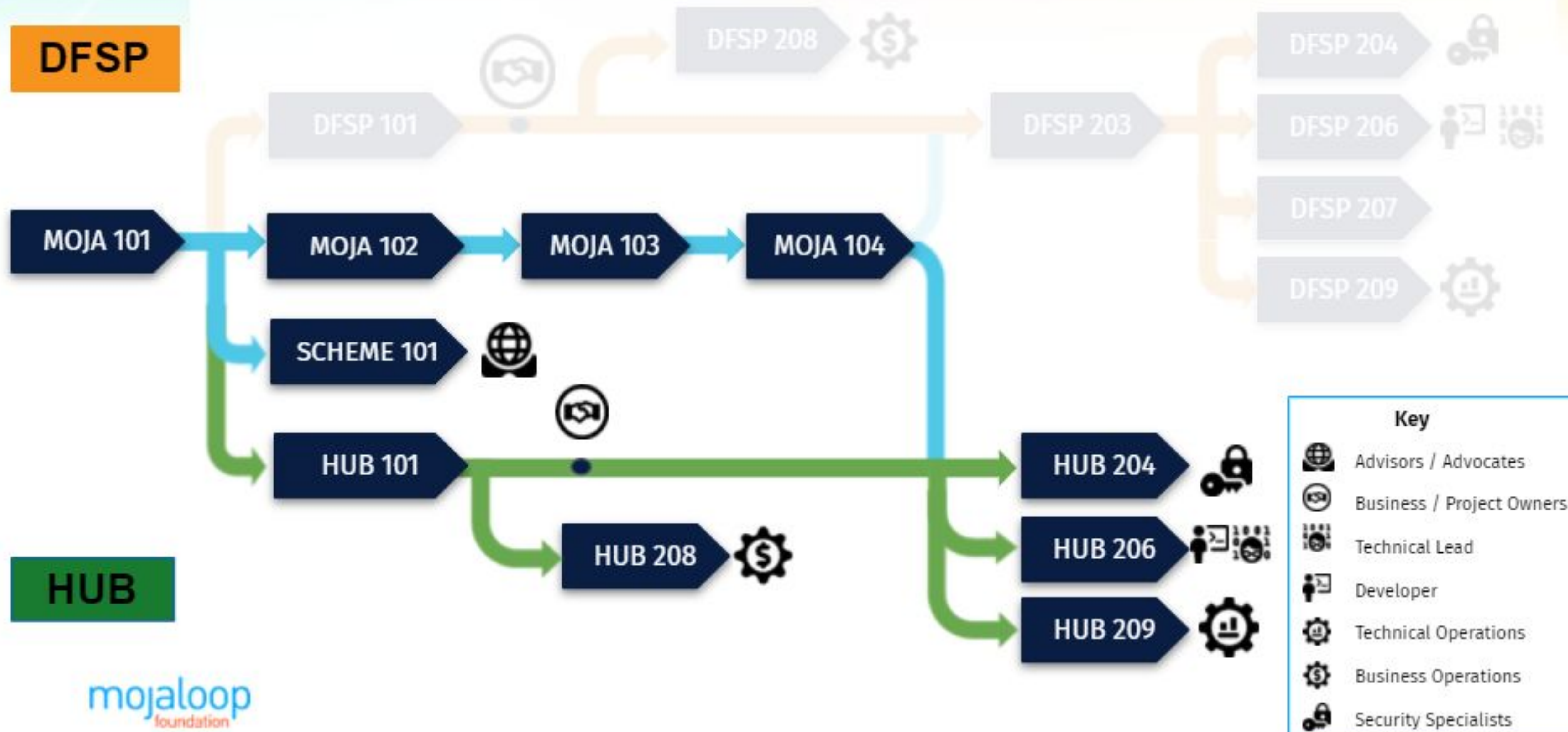


# Mojaloop Training Program - Course Outline





# Mojaloop Training Program - Course Outline





# How can community contribute?

*Who*

Organizational Contributors

Individual Contributors

*What*

**Now** - provide  
comprehension feedback on  
existing course content

**Next** - add new courses,  
update course content with  
best practices

*Why*

**Community recognition**

Build community knowledge  
**Community voting**

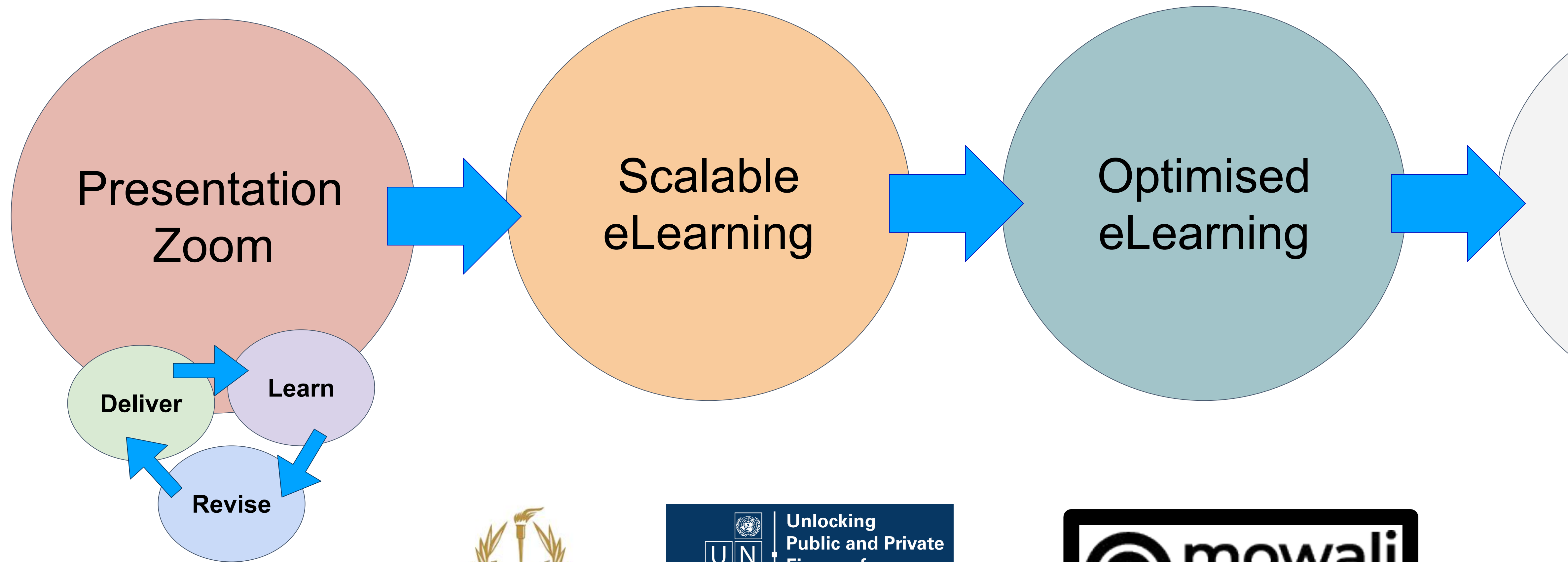


# Designing a course

1. Description and Goals
2. Audience and Prerequisites
3. Structure into topics 10 - 20 minutes long
4. Build a storyboard - Presentation and collect supportive references and other media



# Course Development Process





# Courses currently available in Scalable eLearning

## Mojaloop Overview

- i. Real-time payments
- ii. Financial inclusion
- iii. Level One Principles
- iv. What is Mojaloop?

## Technical Overview

- i. Architecture
- ii. Stack
- iii. Design principles

MOJA 101

MOJA 102

MOJA 103








MOJA 104

## Mojaloop API

- i. Use cases
- ii. Sequence diagrams

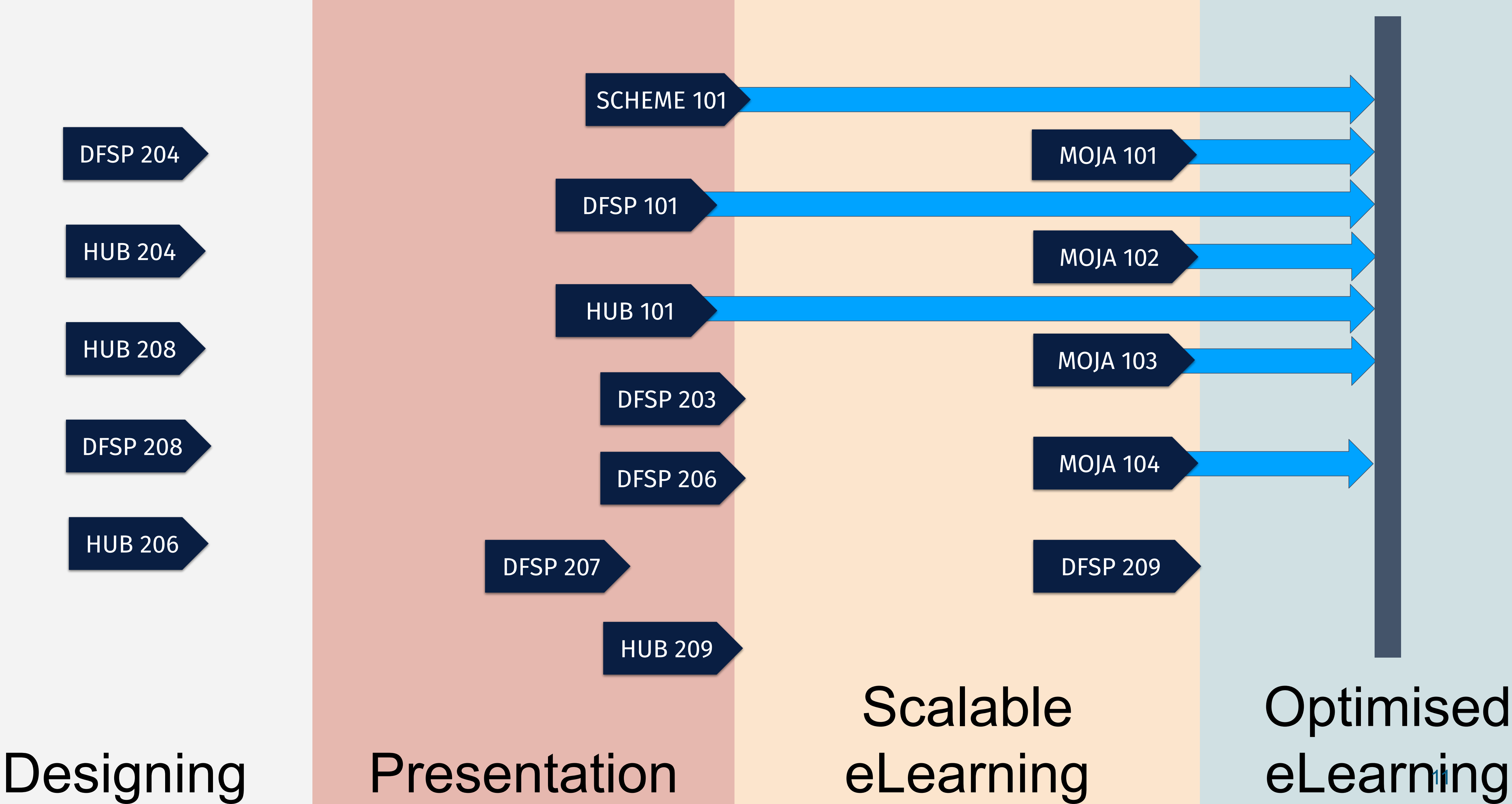
## Mojaloop Security

- i. Risks
- ii. Distributed Security

Key	
	Advisors / Advocates
	Business / Project Owners
	Technical Lead
	Developer
	Technical Operations
	Business Operations
	Security Specialists



# Course building status





# How can community contribute?

*Who*

Organizational Contributors

Individual Contributors

*How*

*Sponsor a Zoom presentation (with feedback)*

*Develop new courses for areas of particular interest*

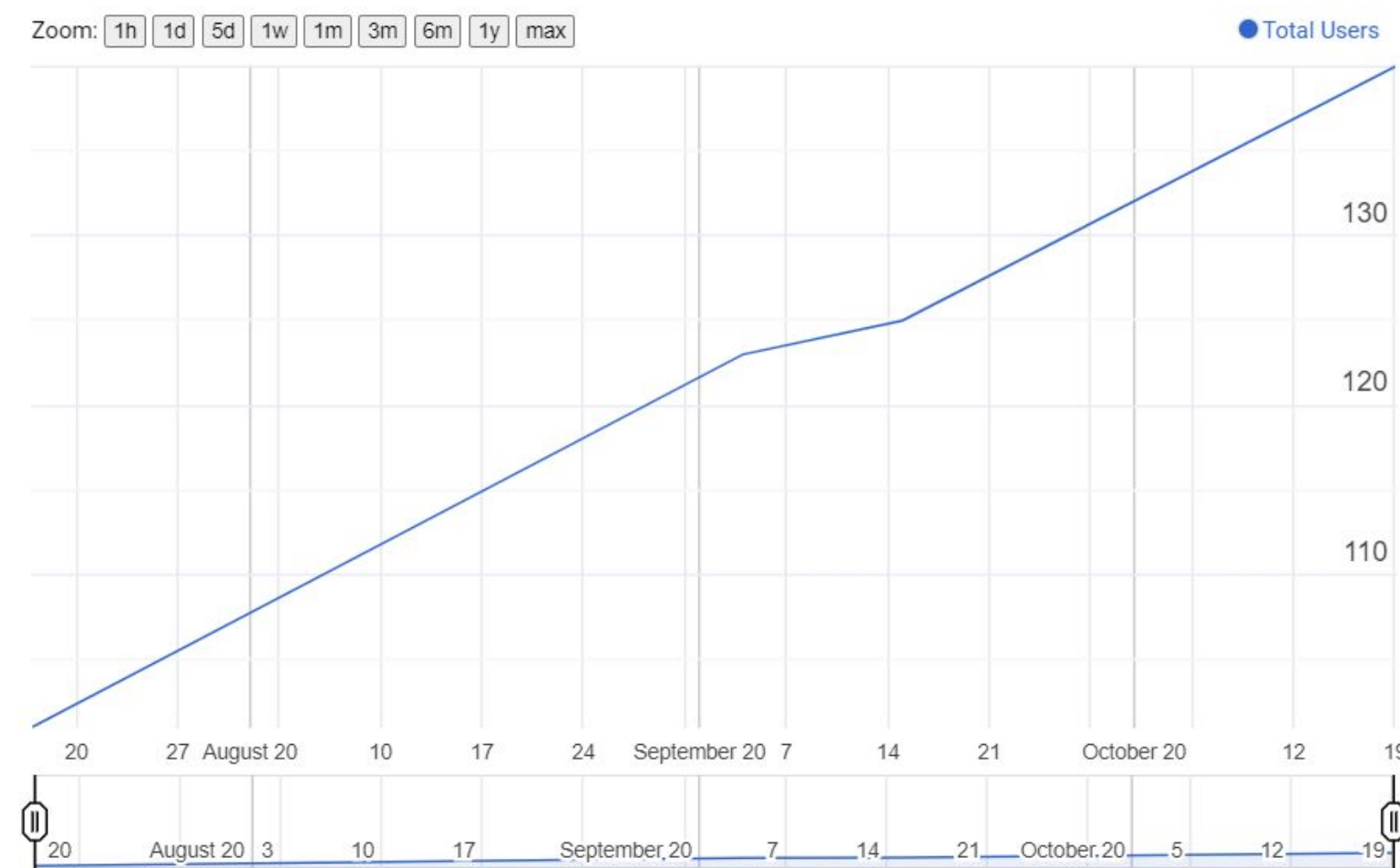
*Join a Course Working Group*

*Do online courses and send feedback via the online system*

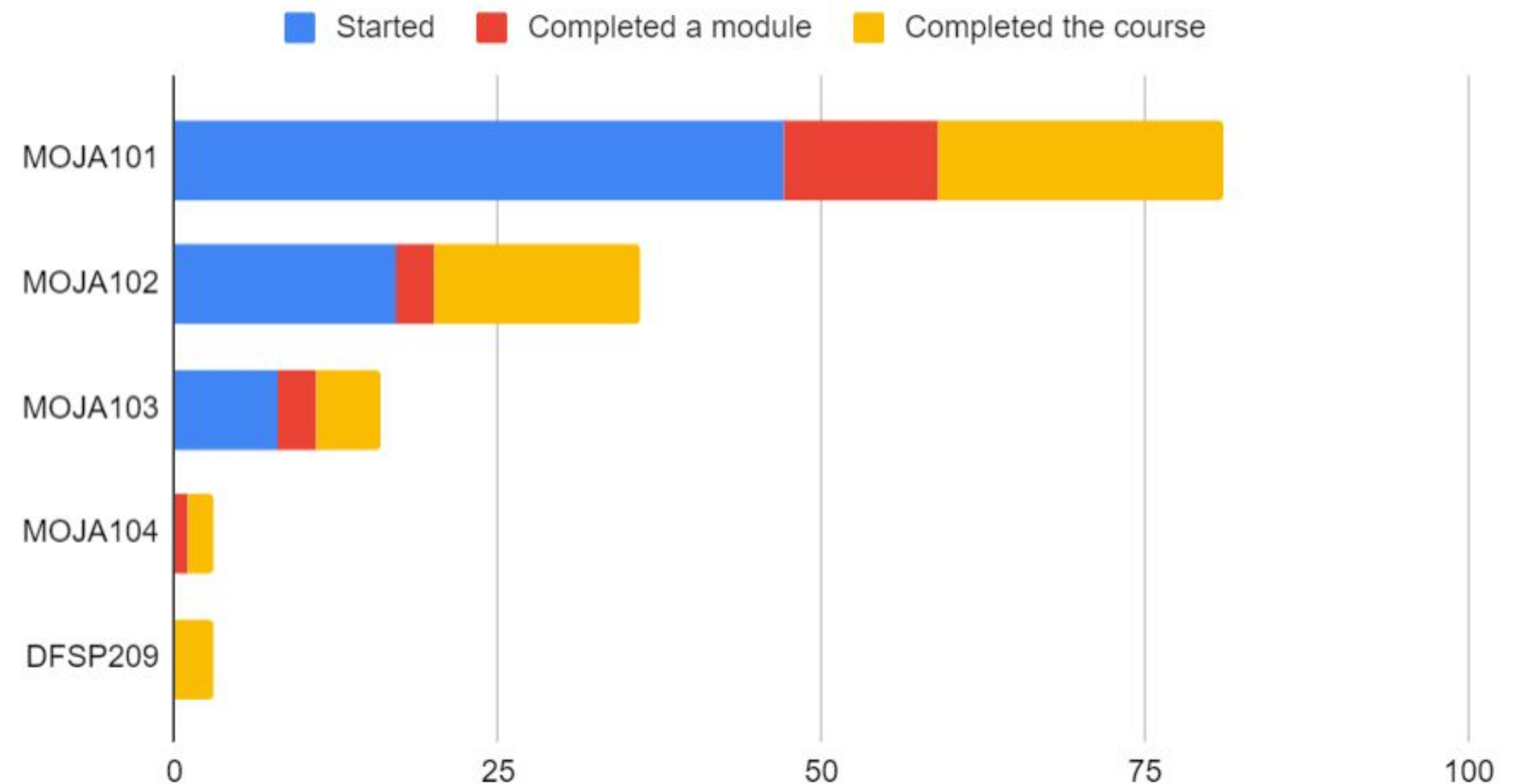


# Participation Stats

**Total Users: 140**  
Increasing at 3 users / week



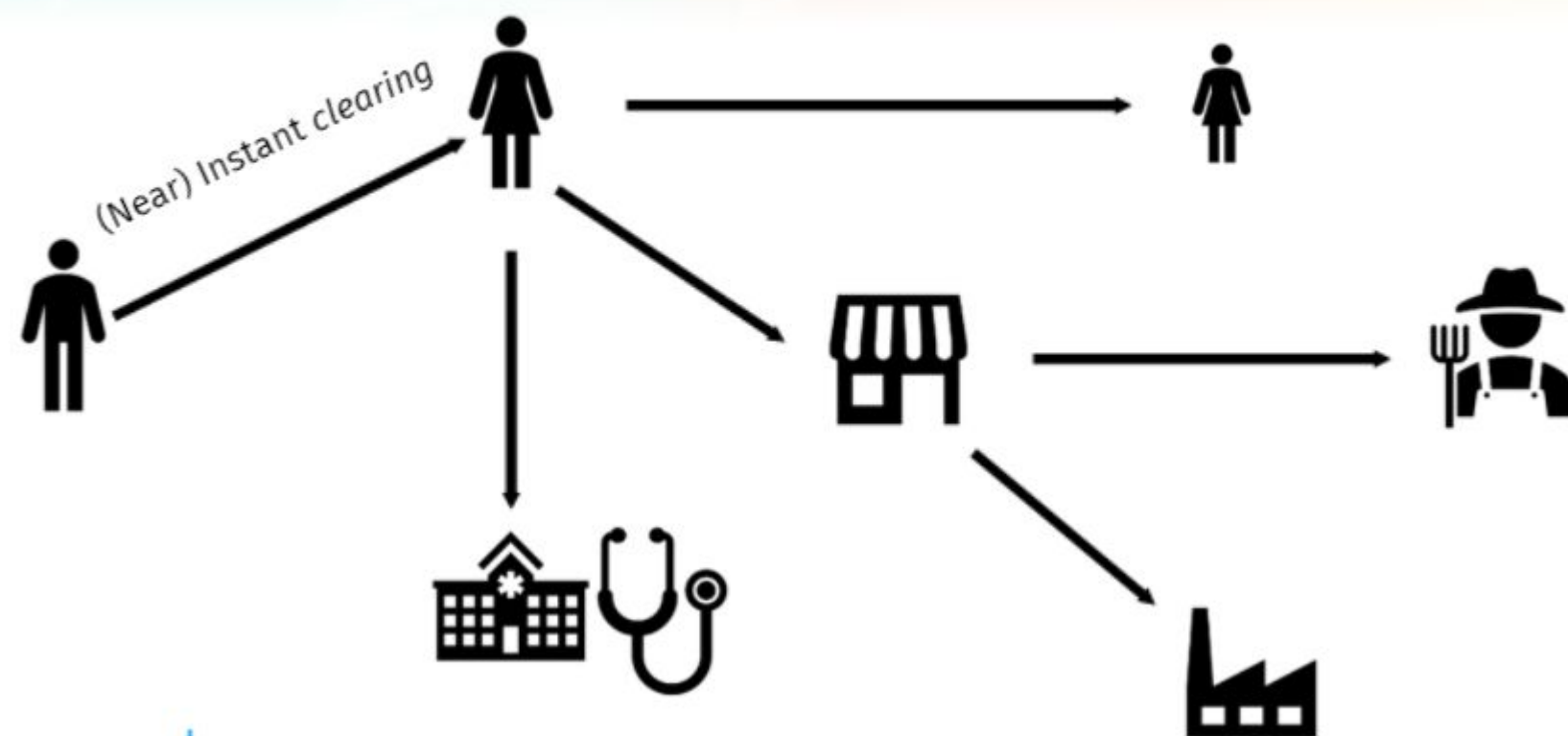
eLearning usage stats per Course





# MOJA 101 - Mojaloop Overview Teaser

## Real time payments: Why should we care?



mojaloop  
foundation

## What is Mojaloop: Why use Mojaloop?

Mojaloop is a real-time payment switch for interoperability ...

### Switch interoperability



Cheaper to run  
Greater liquidity efficiency  
Inclusive

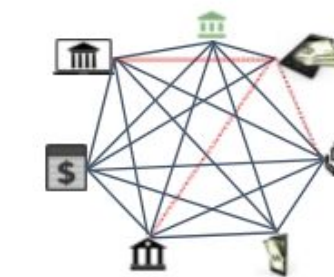
... between all classes of digital financial service providers (DFSPs).

VS

Not financially inclusive

Underserved markets

### Bilateral interoperability



Integrations  
7 7 DFSPs 21  
50 50 DFSPs 1,176

Increased complexity → Increased running costs  
Some DFSPs favoured over others  
DFSPs stuck in silos  
Limit transfer use-cases  
Low - valued transactions are not prioritised  
Non-banks are treated differently

## Real time payments: Early iterations

### Products

Early iterations  
- Establish competency and resource needs of client  
- Configure use cases into a lab  
- Initial MVP specification

### Technical System

Early iterations  
- Fake Money / Fake Rails  
- Public Cloud  
- Identify operations requirements

### Onboarding Participants

Early iterations  
- ModusBox Partner Program  
- Early adopter DFSPs for a use case

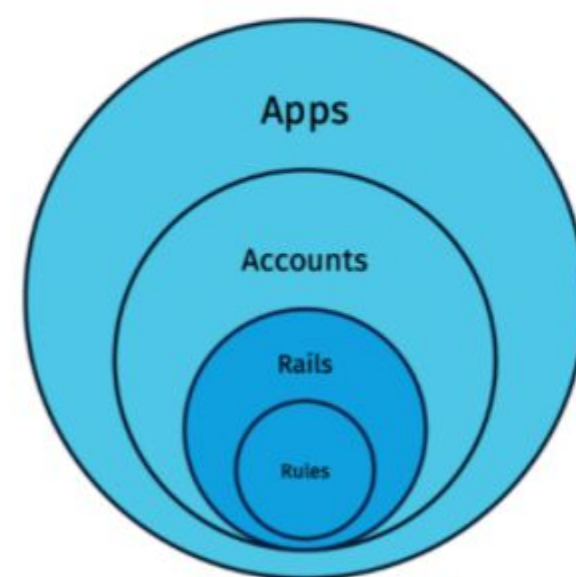


Market Research  
Early iterations  
- Determine client needs  
- Prioritize use cases  
- Stakeholder positions

Establish Principles & Guidelines  
Early iterations  
- Establish principles  
- Publish a mandate document  
- Determine work and facilitation principles

Governing Rules & Regulations  
Early iterations  
- Publish circulars, regulatory sandbox, or letters of no objection  
- Establish test system rules, with participants understanding they will be reviewed

## Level One Project: Payment system components



Apps	<b>Innovation Market for Value Added Services &amp; Products</b> Enable market ecosystem innovation that delivers affordable, effective pro-poor services and products Interventions: APIs and software library for developers to build, offer and deploy applications	Competition Space
Accounts	<b>Digital Accounts &amp; Transactions</b> Enable account opening and manage accounts for consumers, agents, merchants, and payees Interventions: APIs and software library for IST integration, vendor certification, selection, SLAs	Competition Space
Rails	<b>Infrastructure for Connectivity &amp; Interoperability</b> Define requirements, buy/build IST and Fraud Risk solutions Interventions: Requirements build/buy IST, Requirements build/buy fraud system, API library, vendor, provider, operator SLAs	Collaboration Space
Rules	<b>Regulatory and Governance Framework</b> Establish Legal and Regulatory framework to initiate and sustain digital financial services scheme and platform Interventions: Create and guide mechanisms for rule setting, stakeholder collaboration, governing and operating the DFS scheme, participants and performance	Collaboration Space

## DFSP Product Considerations: Impact of Key Decision

Ownership Model	Operating Model	Use Case Launch Roadmap	Participation Model
Governance Model	Settlement Model	Scope of Fraud Utility	Payee Identifiers
Common Scheme Brand	Connection to other systems	Scheme Exception Handling	Pricing Considerations

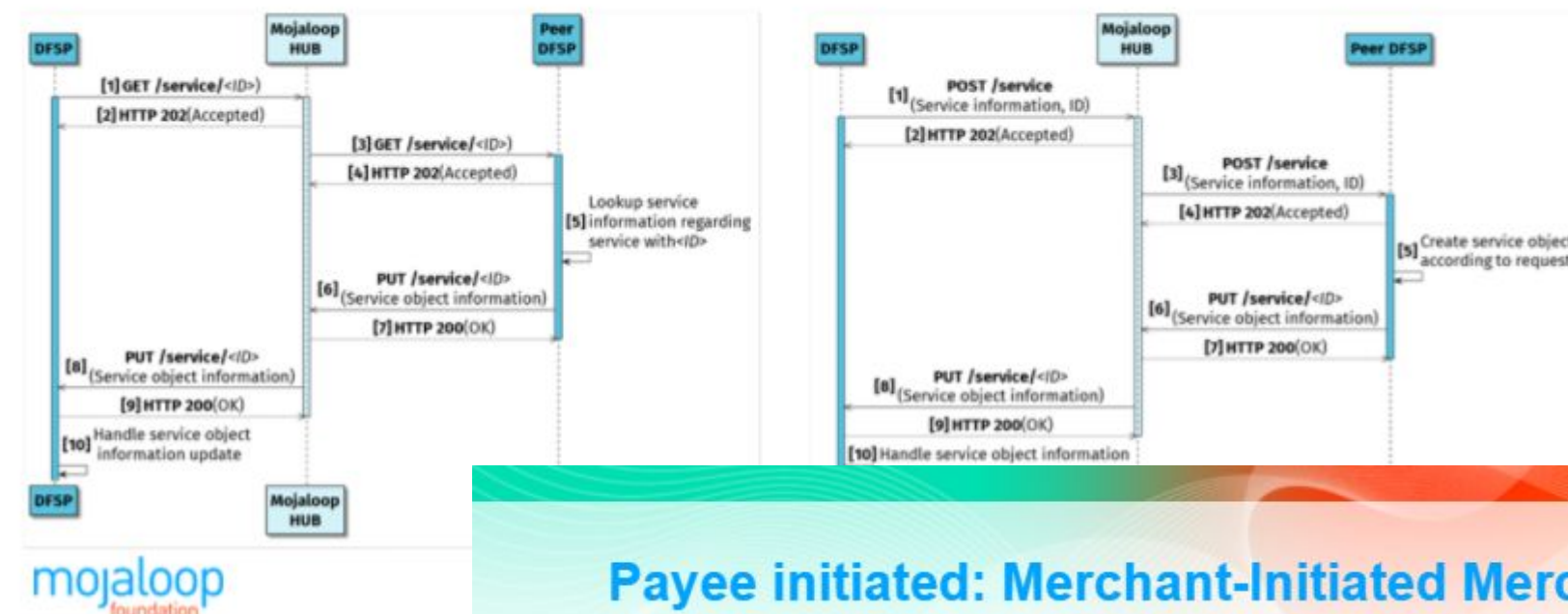
mojaloop  
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# MOJA 102 - Mojaloop API and use cases teaser

## Mojaloop API overview: HTTP methods

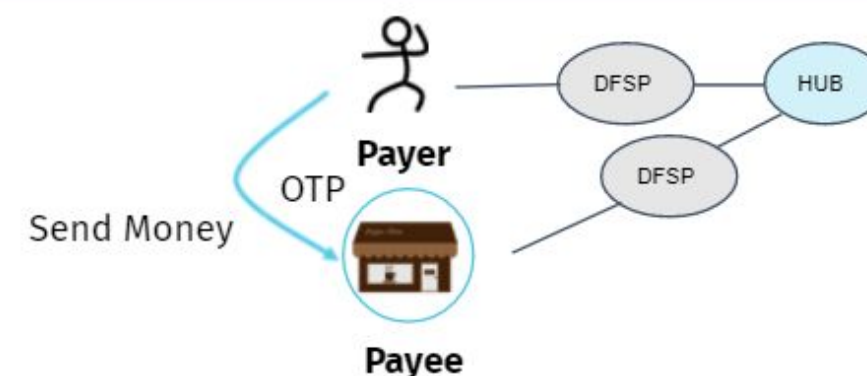
- **GET** – Get information about a previously created object
- **POST** – Create an object
- **PUT** – Always used as callback to a GET or POST
- **DELETE** – Delete a previously created object (**only** for Account Lookup System)



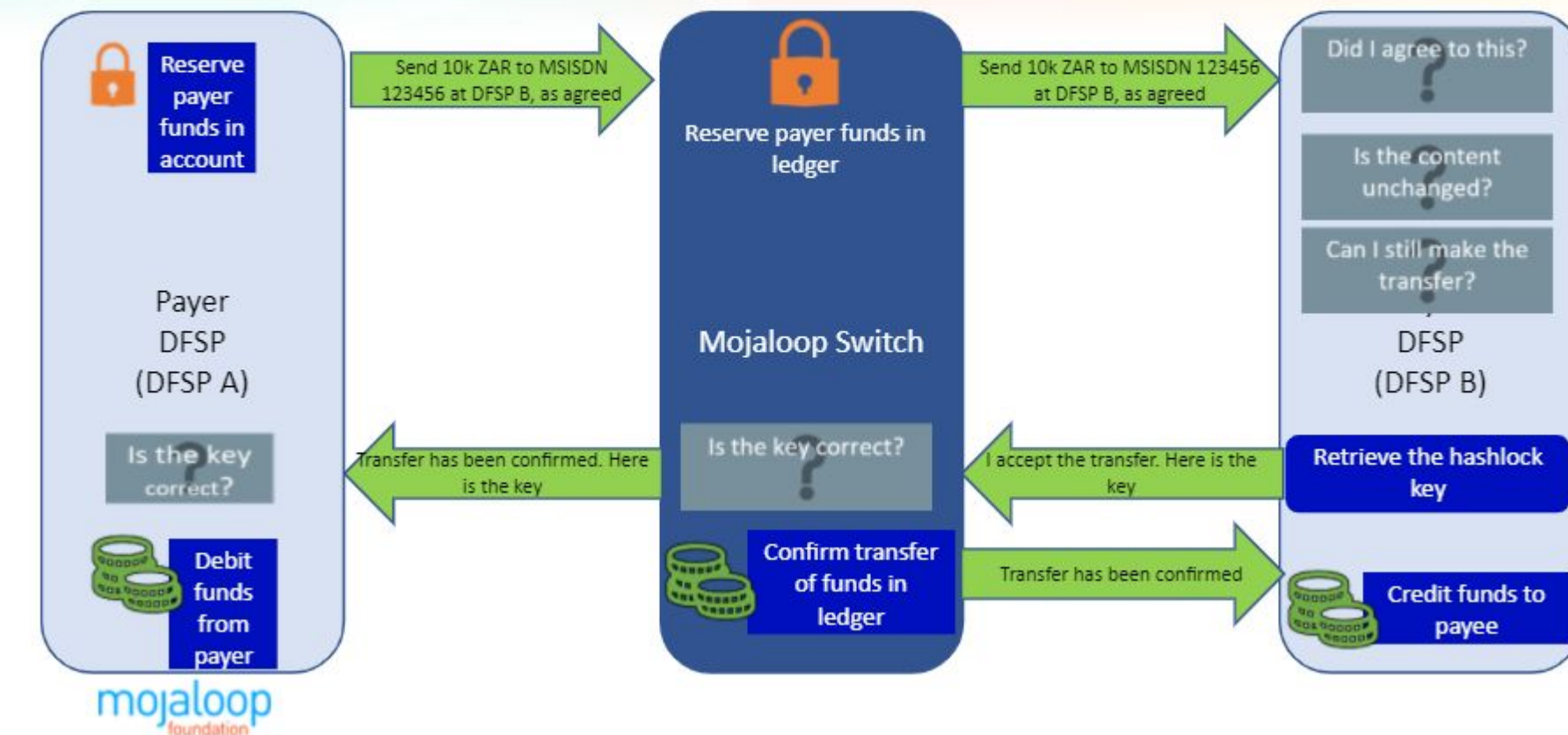
### Payee initiated: Merchant-Initiated Merchant Payment -POS

**Merchant-Initiated Merchant Payment - Authorized on POS**

In this use case a merchant initiates a request for payment from the customer; the customer reviews the payment request on a merchant device and authorizes the payment by OTP or QR code on the merchant device. The customer authentication information is sent from payee FSP to payer FSP for authentication by payer FSP.



End to end example: **Transfer**

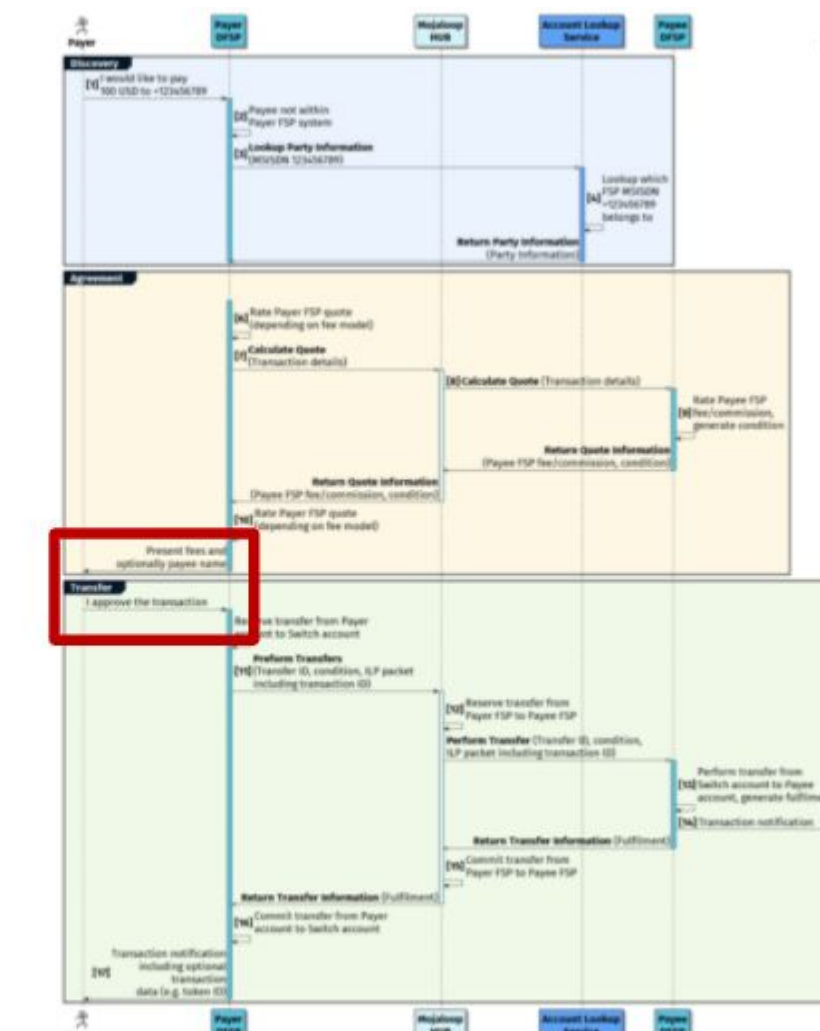


### Mapping a high-level transfer to API calls

## DISCOVERY

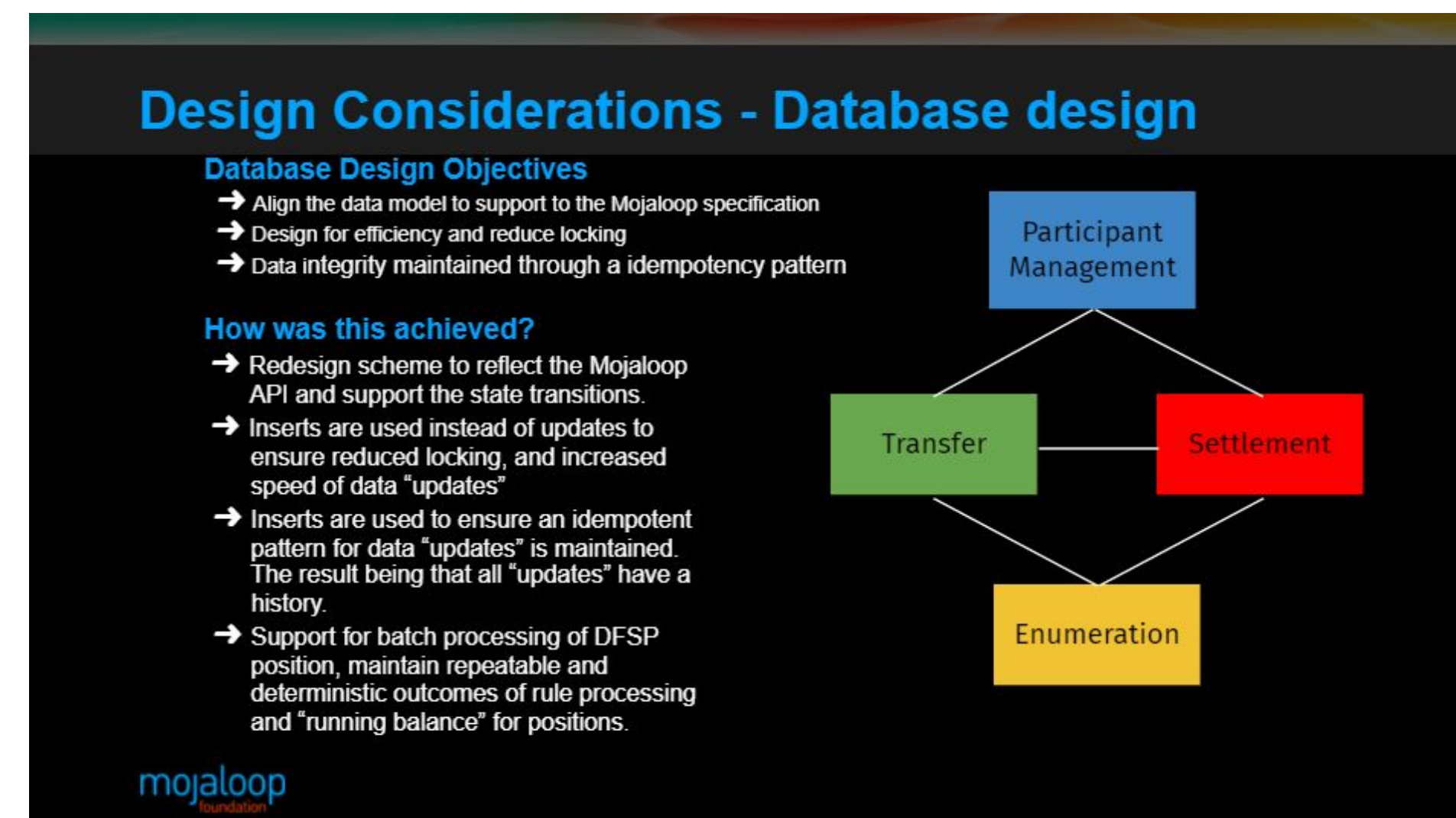
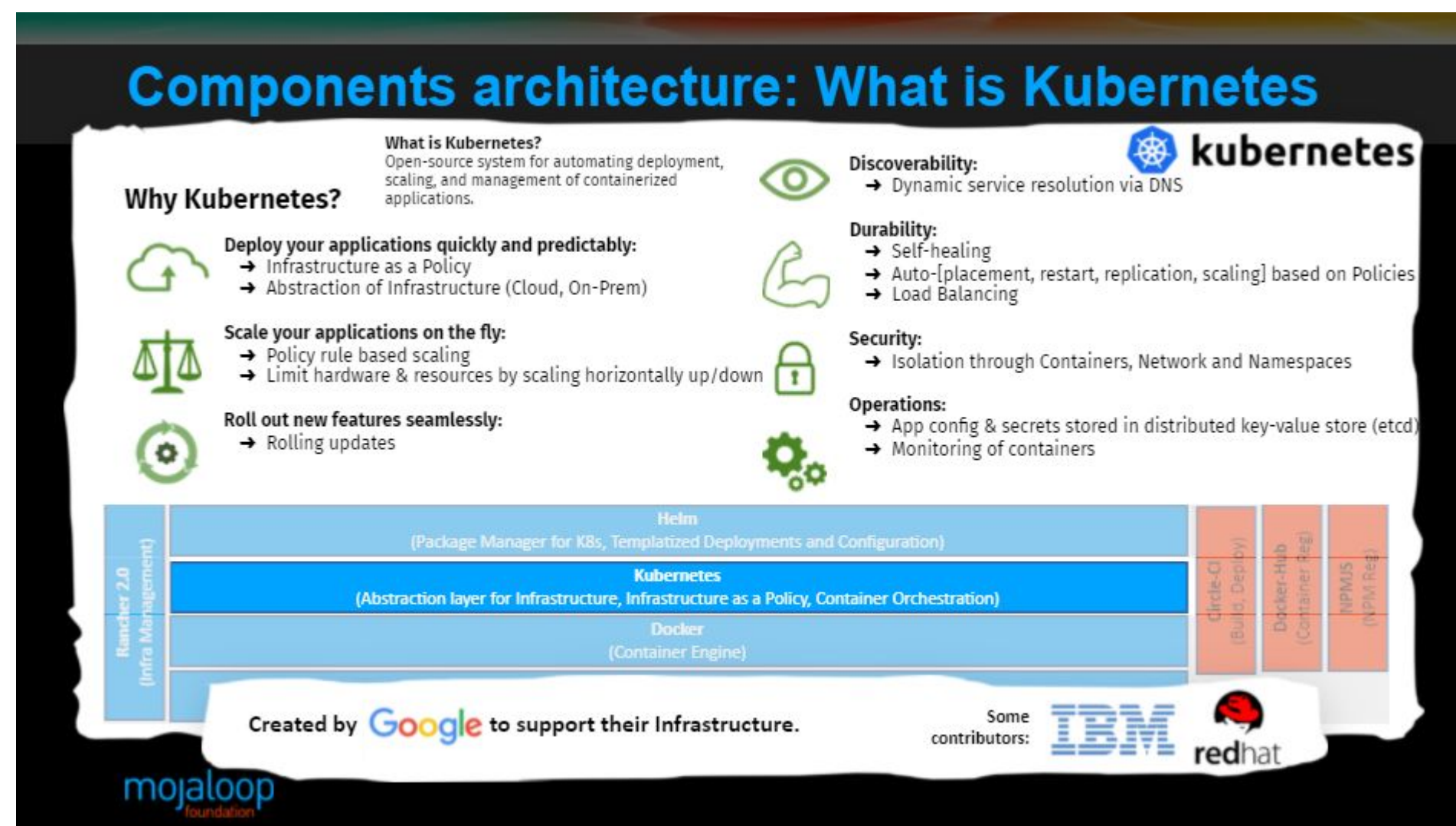
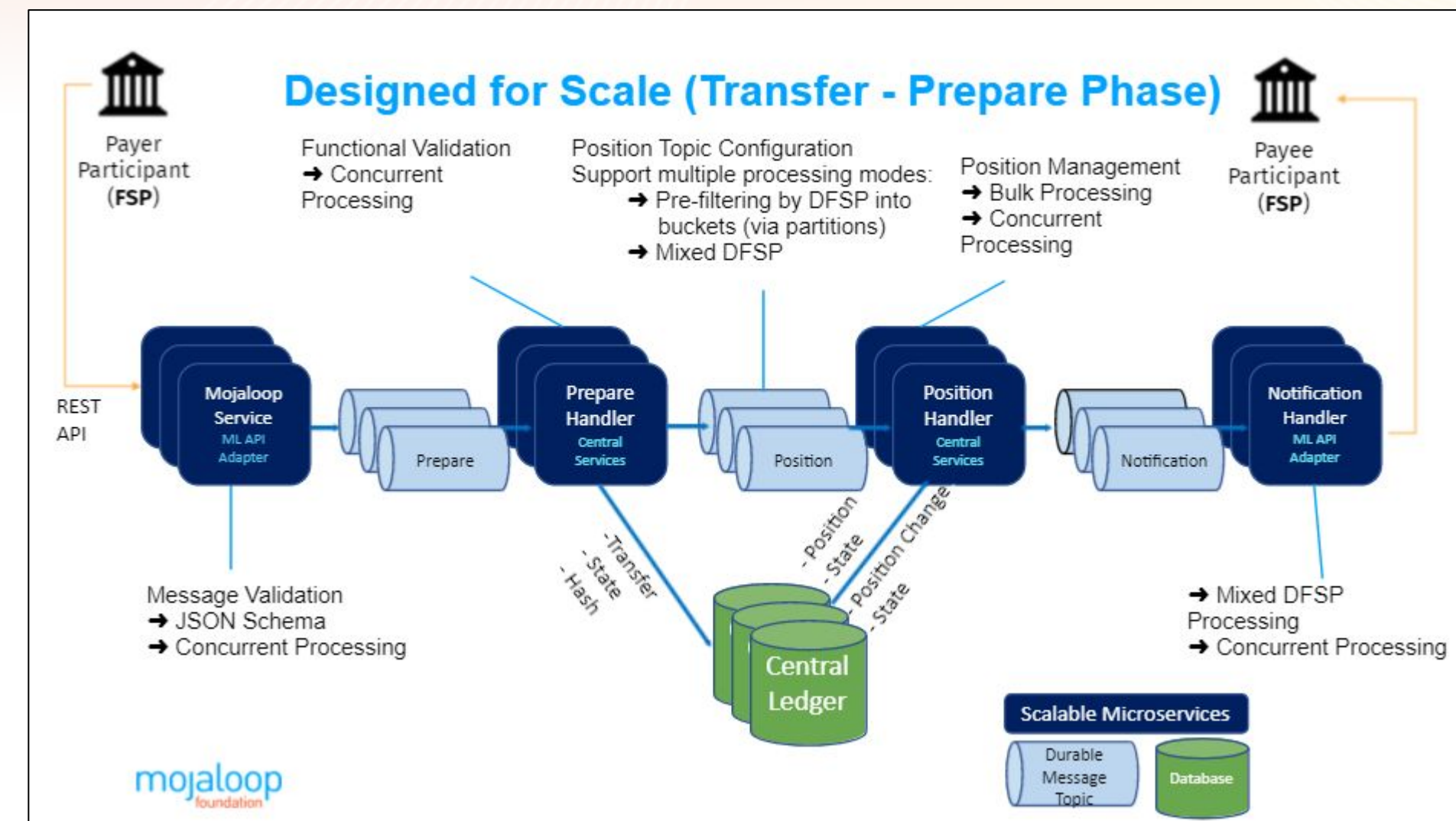
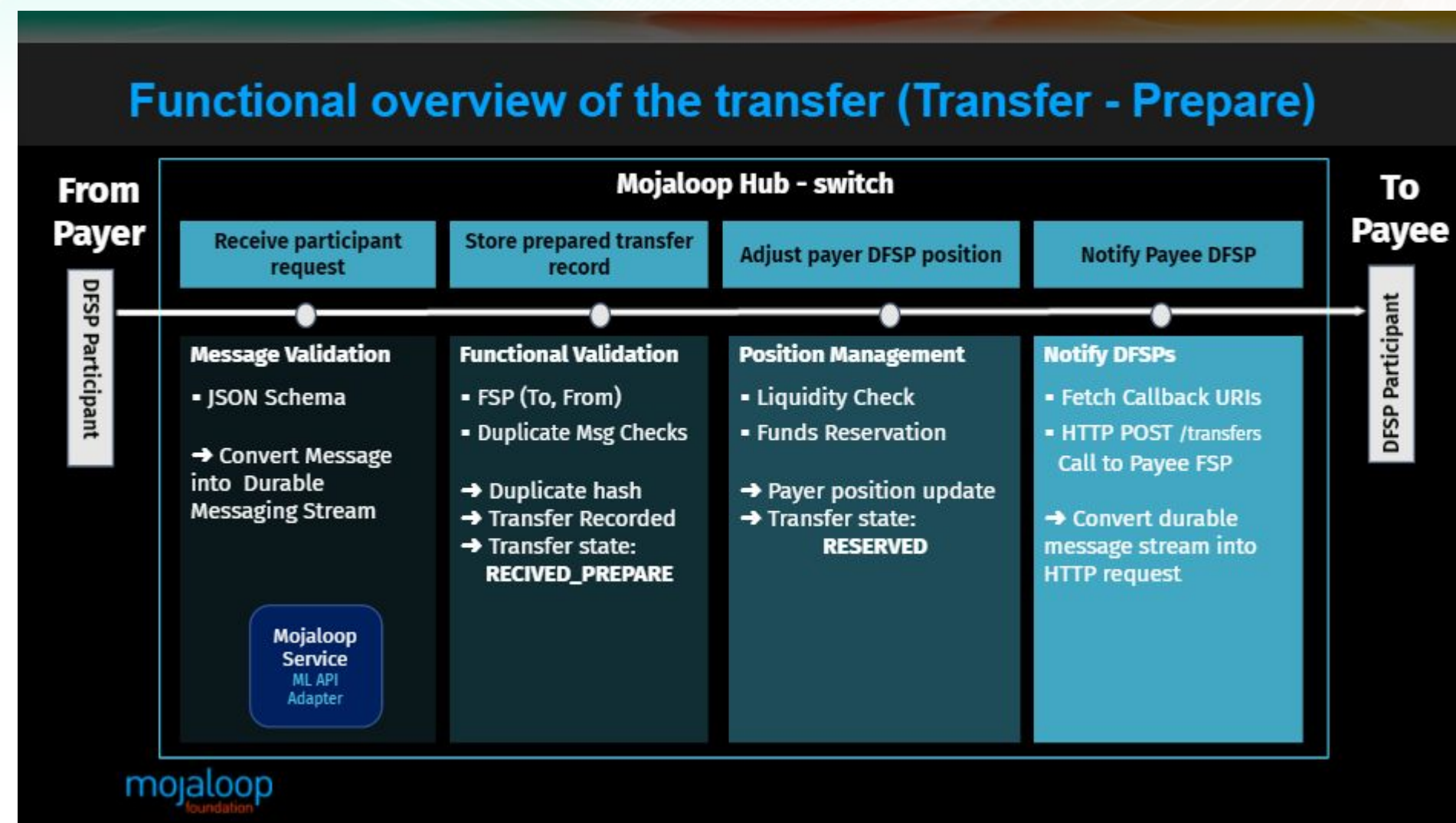
## AGREEMENT

## TRANSFER





# MOJA 103 - Mojaloop Technical Overview Teaser



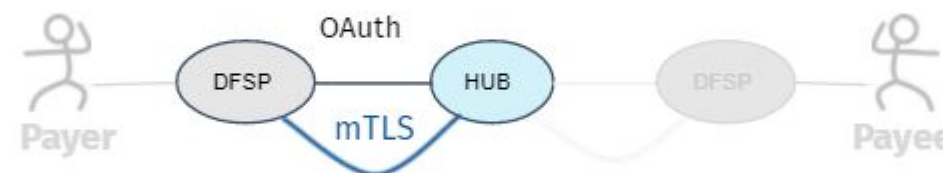


# Moja 104 - Mojaloop Security Overview Teaser

## Mojaloop API security: Secure Communication between DFSP and Hub

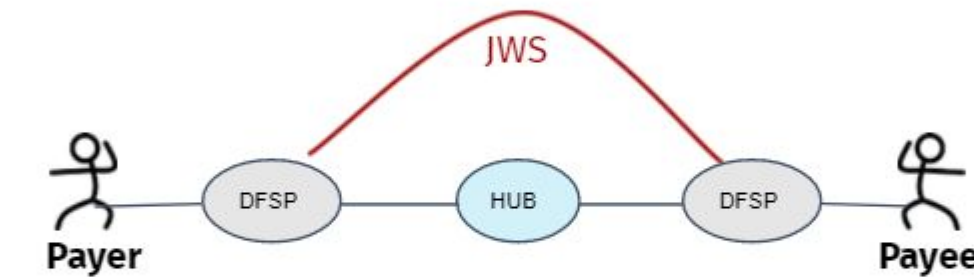
**Mutual Transport Layer Security (mTLS)**  
secures the communication channel for  
bi-directional asynchronous connections

**OAuth2** is used to provide role based access to  
Hub endpoints (API authorisation)



**IP Whitelisting** reduces the attack surface of the Hub to know  
DFSP addresses

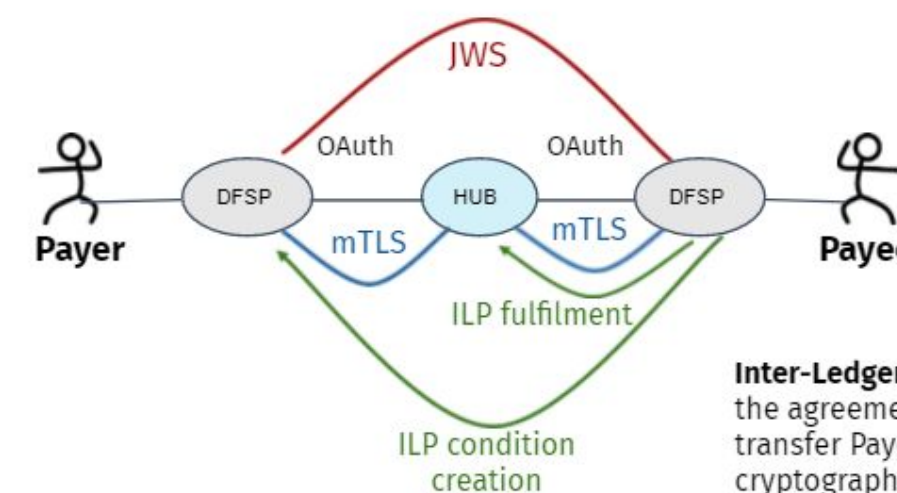
## Mojaloop API security: Are you who I think you are?



**JSON Web Signature (JWS)** ensures Payer DFSP and Payee DFSP can  
trust messages shared between each other without potential  
modification by the switch.

## Mojaloop API security: Transactional proof

Transactional proof is achieved by ensuring that all parties are who they say they are, and that the  
transactional condition of the transaction is agreed to.



**Inter-Ledger Protocol (ILP)** ensures that  
the agreement is binding and during  
transfer Payer, Payee and switch can test  
cryptographic lock via conditions and  
their fulfilment.



**Where do I find it?**

**learn.Mojaloop.io**

old site: learn.Modusbox.com