



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?

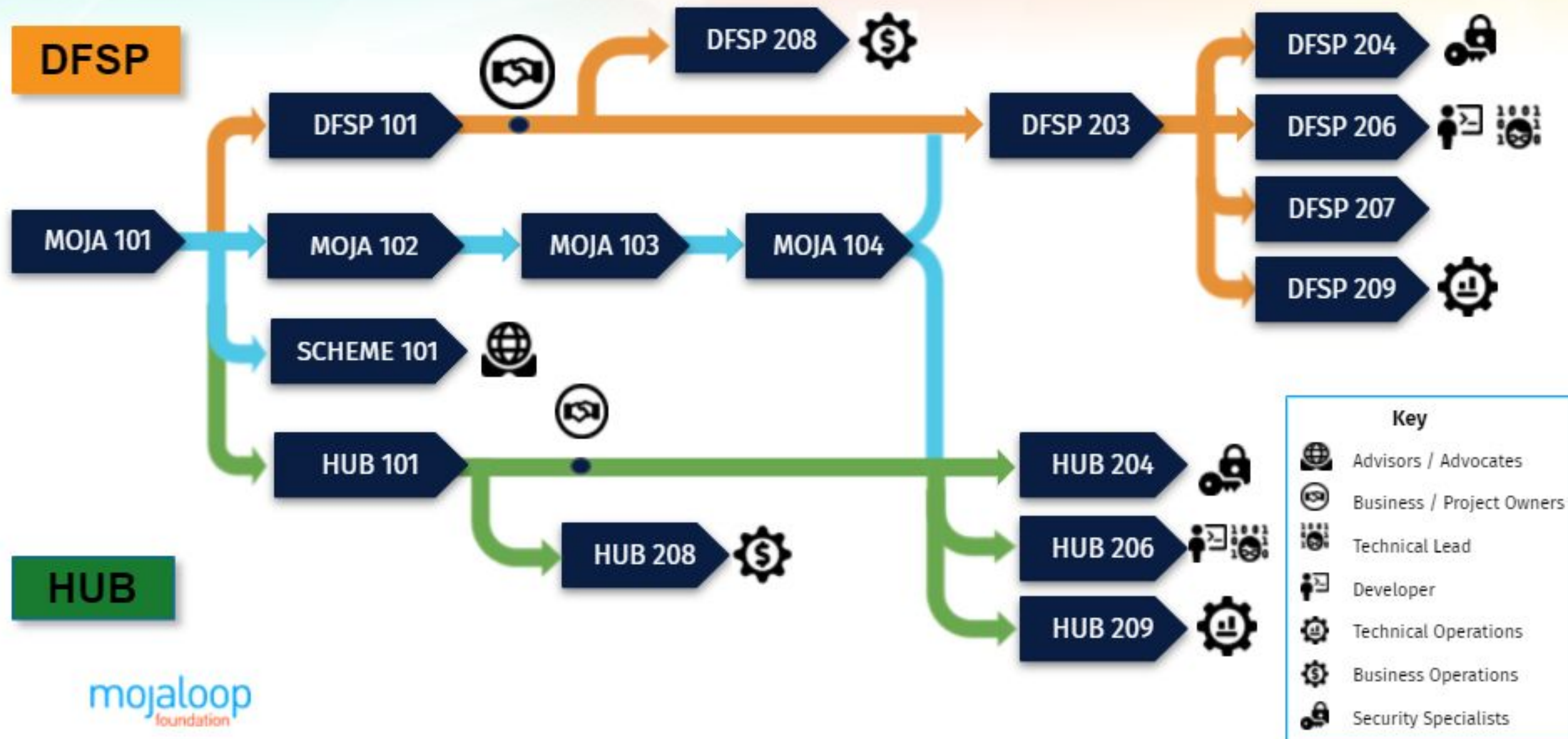
Build Mojaloop Adoption?

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.

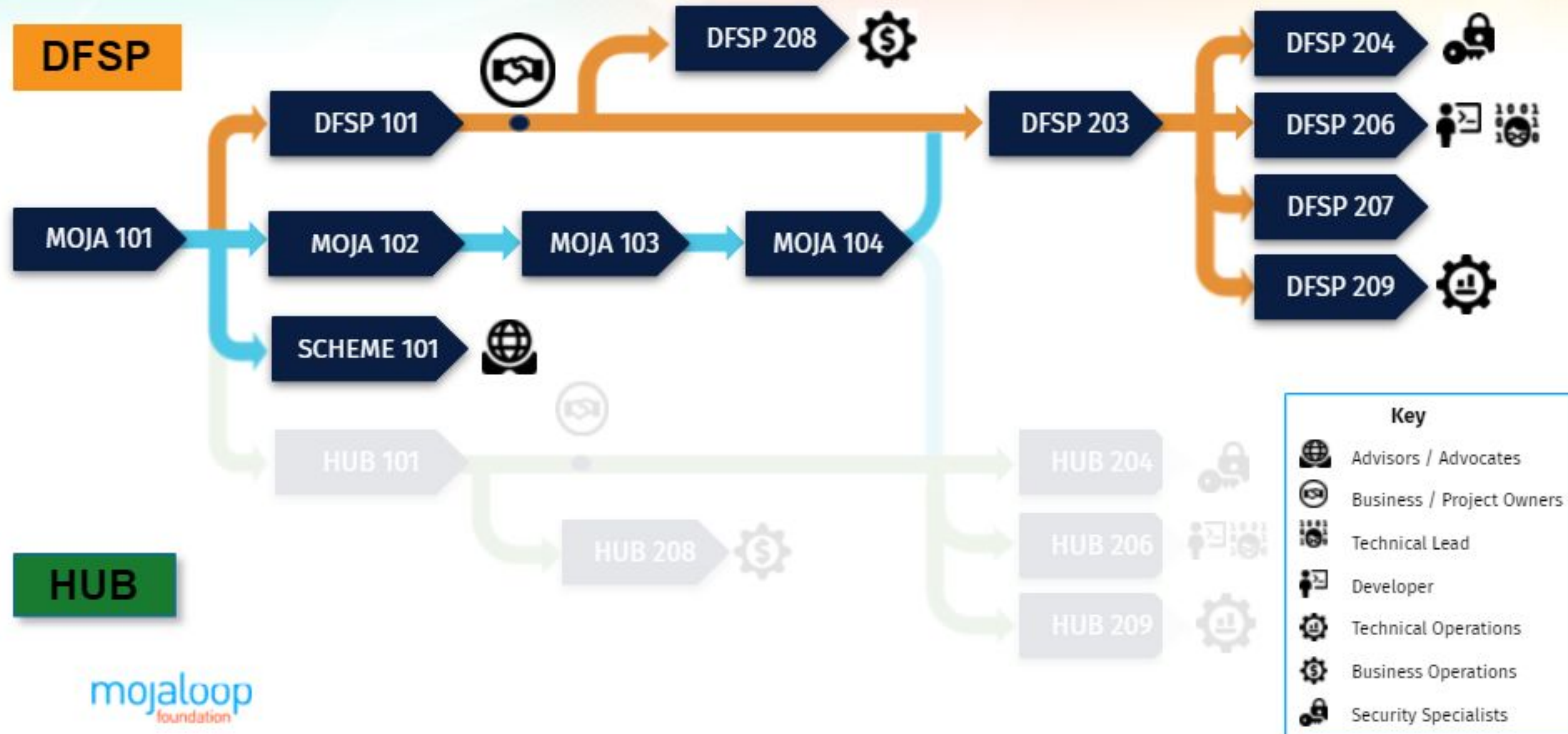
The **Mojaloop Training Program** is designed to explain the ideas of Mojaloop clearly, concisely to build and understanding of Mojaloop with minimal effort.

Training Program is designed to support other onboarding initiatives.

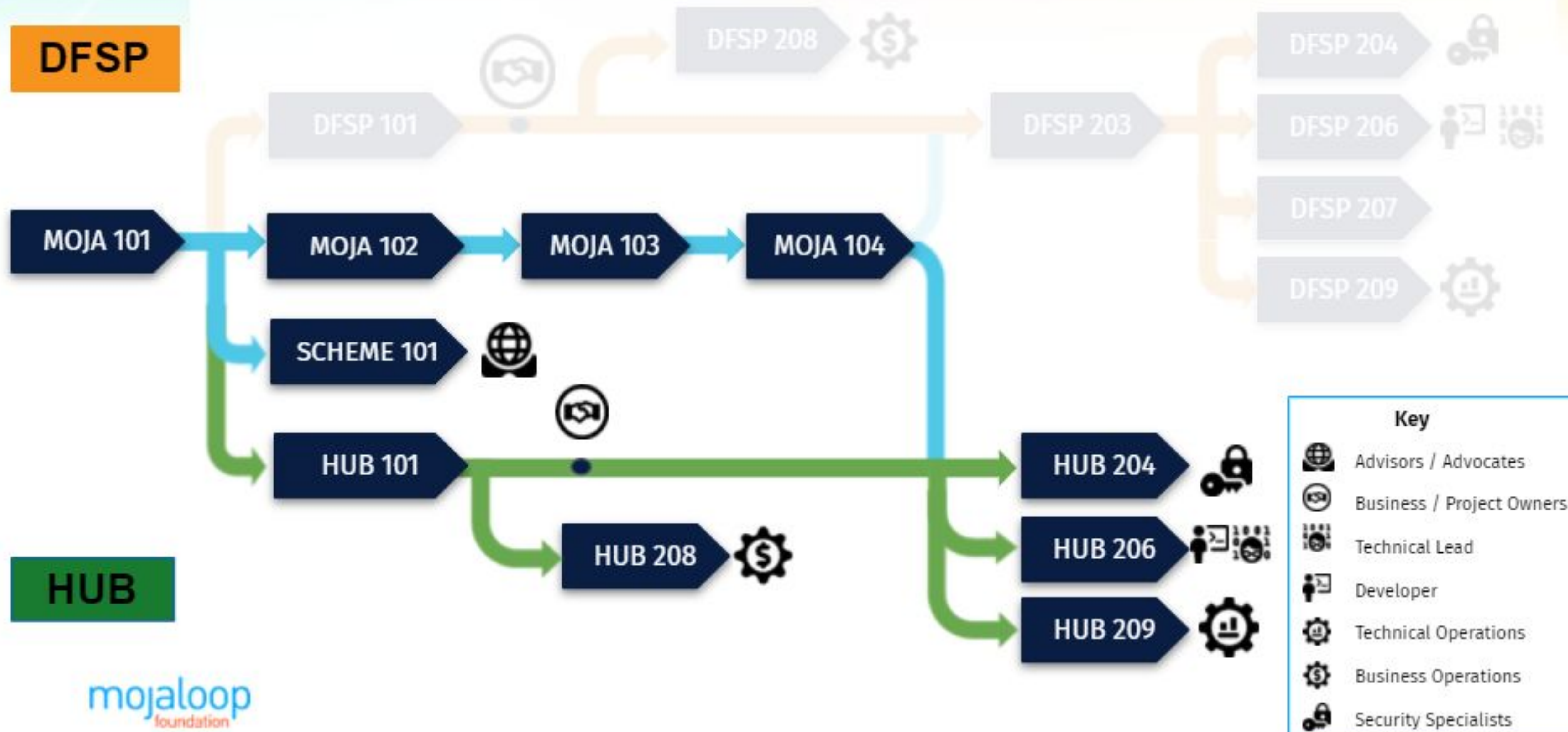
Mojaloop Training Program - Course Outline



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

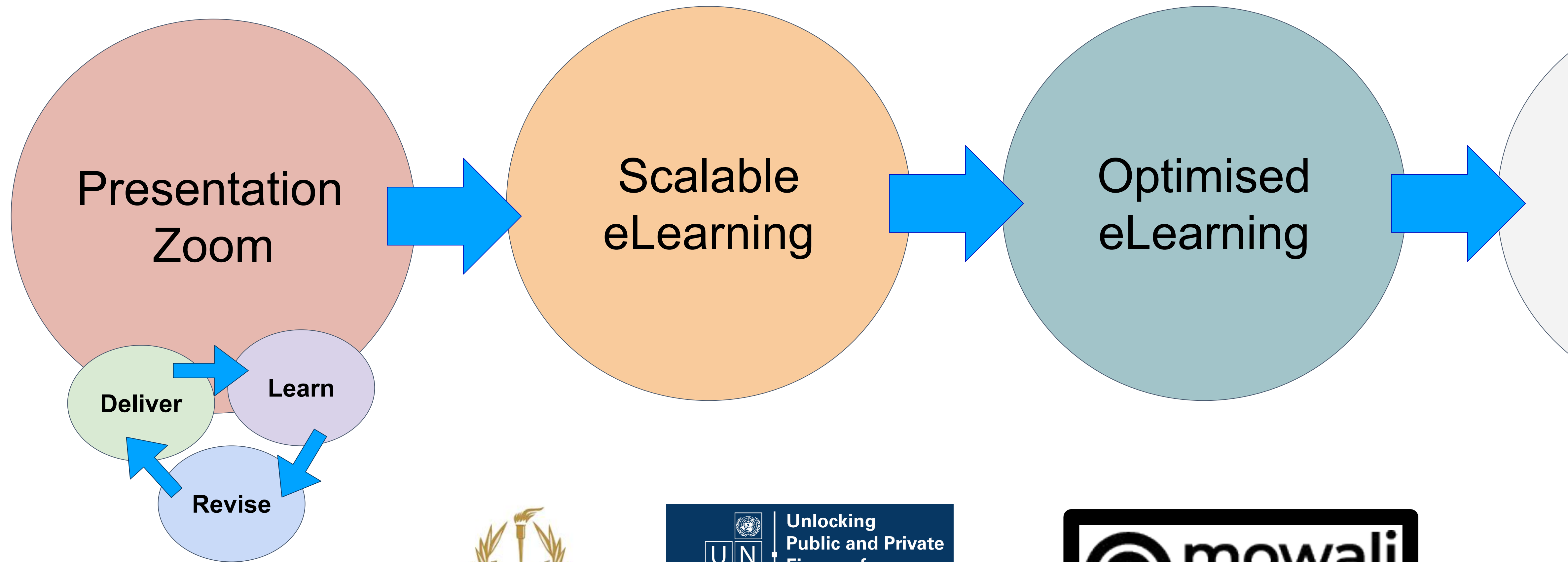
Community recognition

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

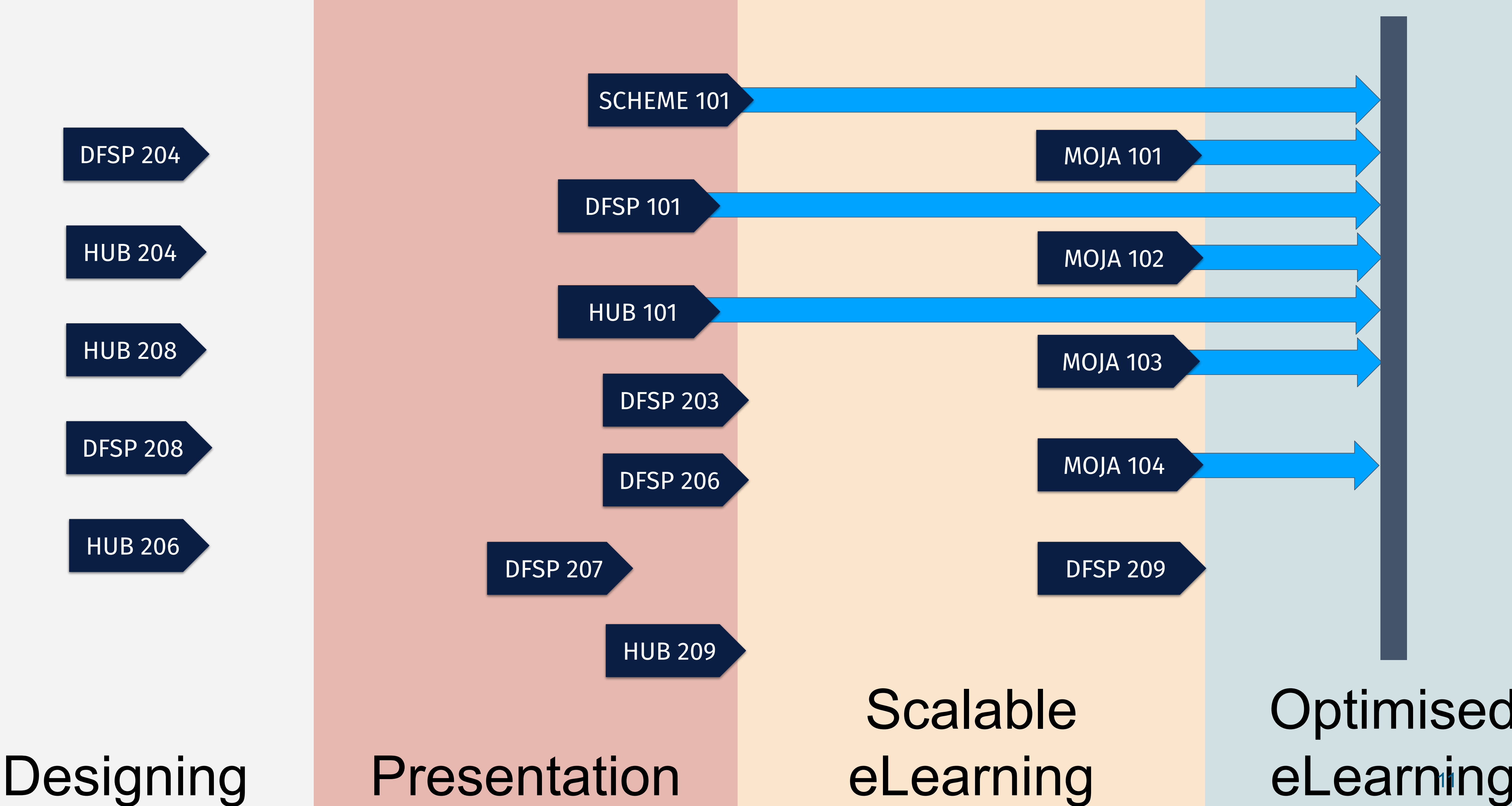
- i. Use cases
- ii. Sequence diagrams

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)

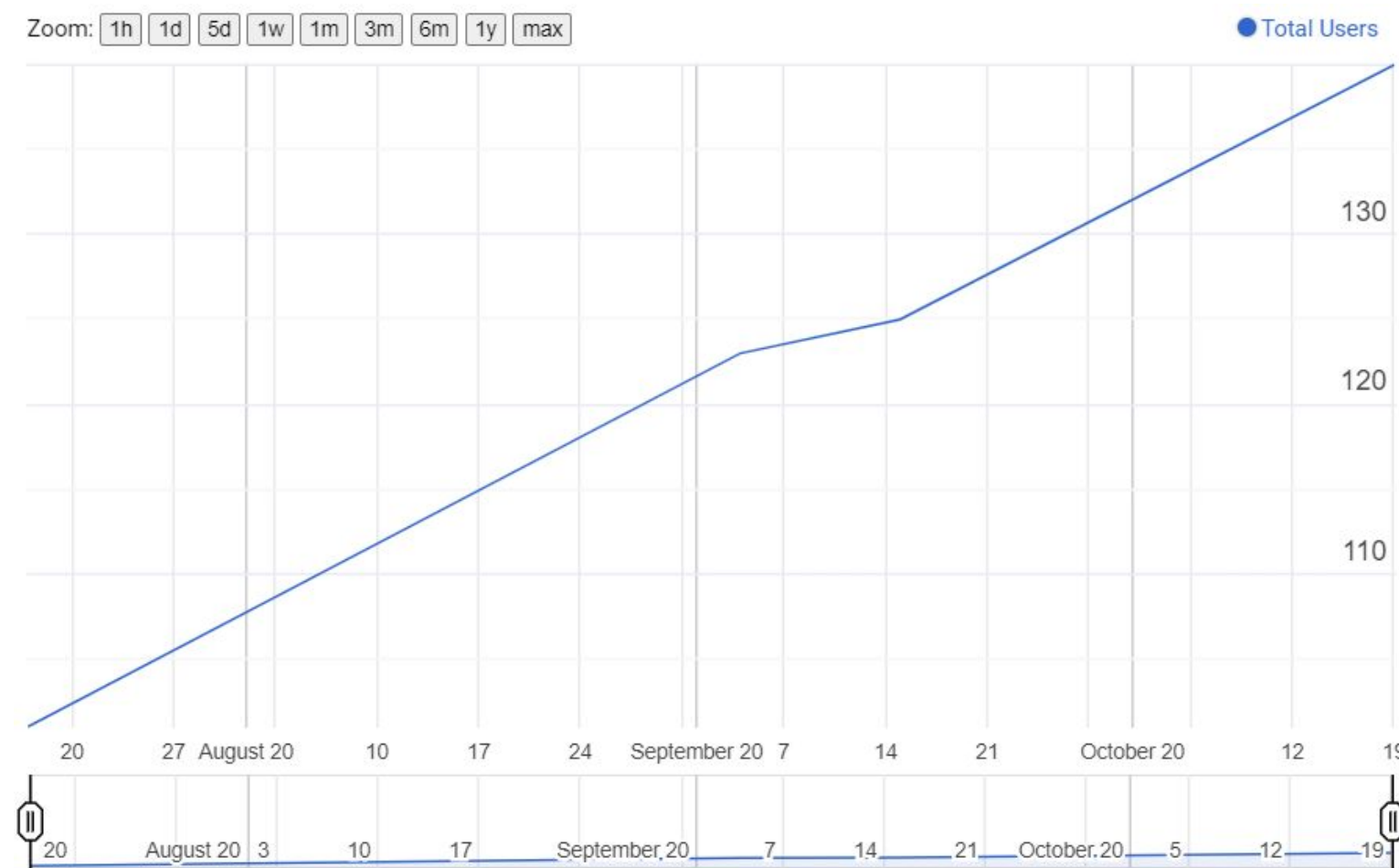
Develop new courses for areas of particular interest

Join a Course Working Group

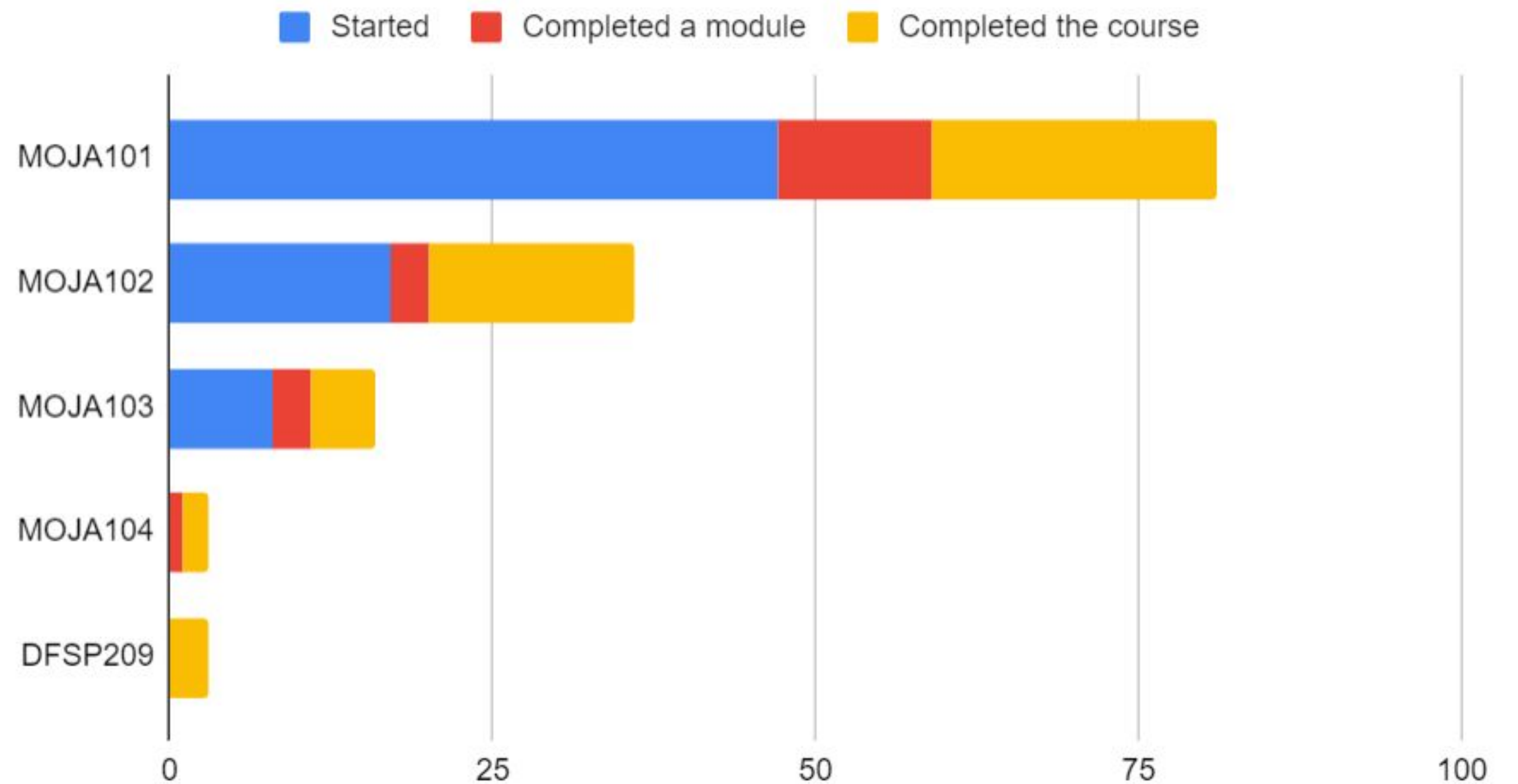
Do online courses and send feedback via the online system

Participation Stats

Total Users: 140
Increasing at 3 users / week

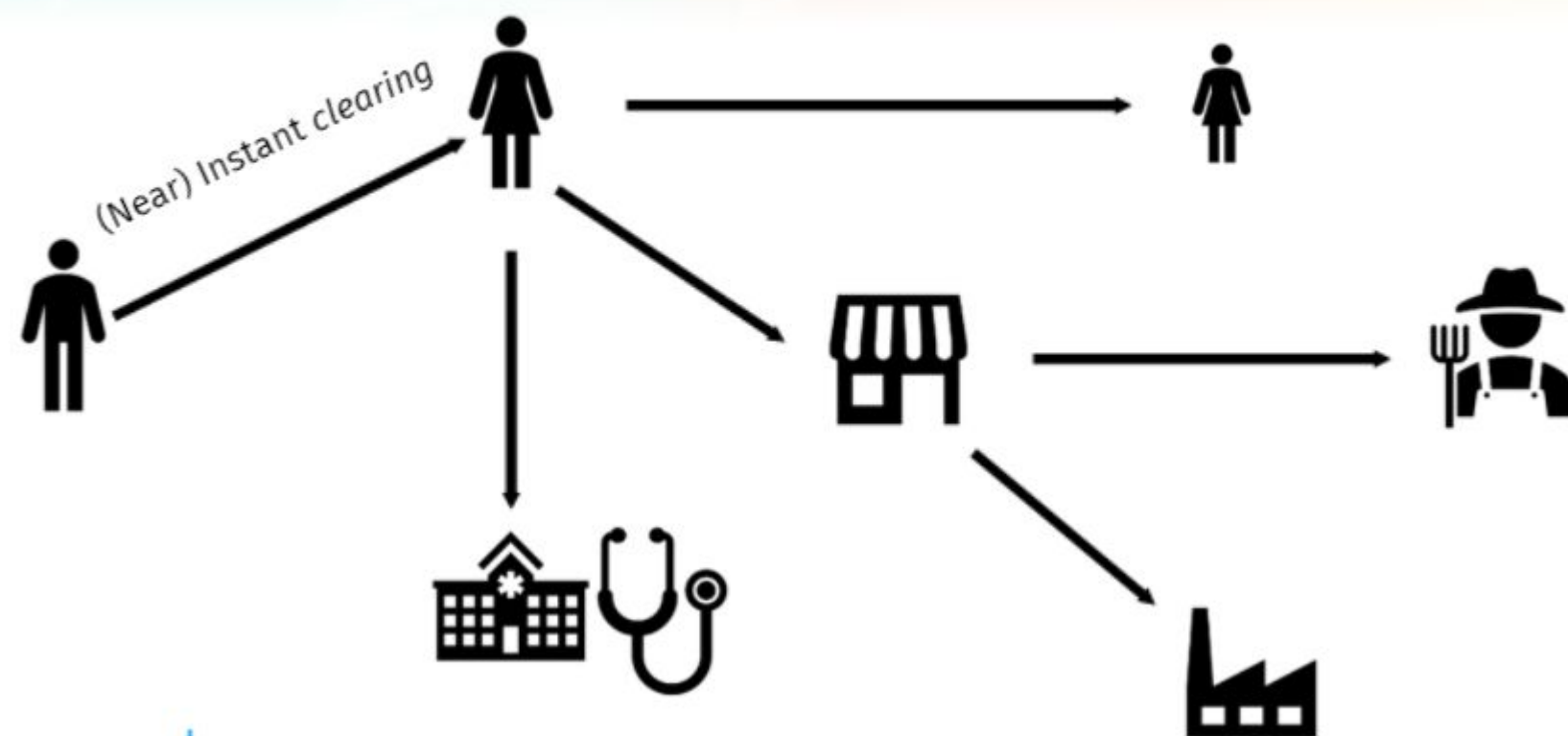


eLearning usage stats per Course



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

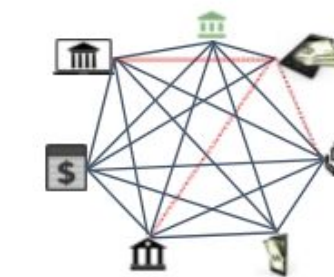
... between all classes of digital financial service providers (DFSPs).

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

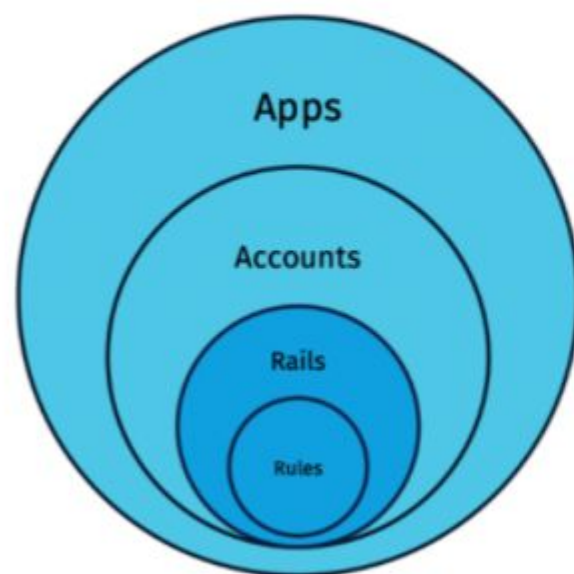


Market Research
Early iterations
- Determine client needs
- Prioritize use cases
- Stakeholder positions

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	Innovation Market for Value Added Services & Products 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	Digital Accounts & Transactions 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	Infrastructure for Connectivity & Interoperability Define requirements, buy/build IST and Fraud Risk solutions Interventions: Requirements and build/buy IST, Requirements build/buy fraud system, API library, vendor, provider, operator SLAs	Collaboration Space
Rules	Regulatory and Governance Framework 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

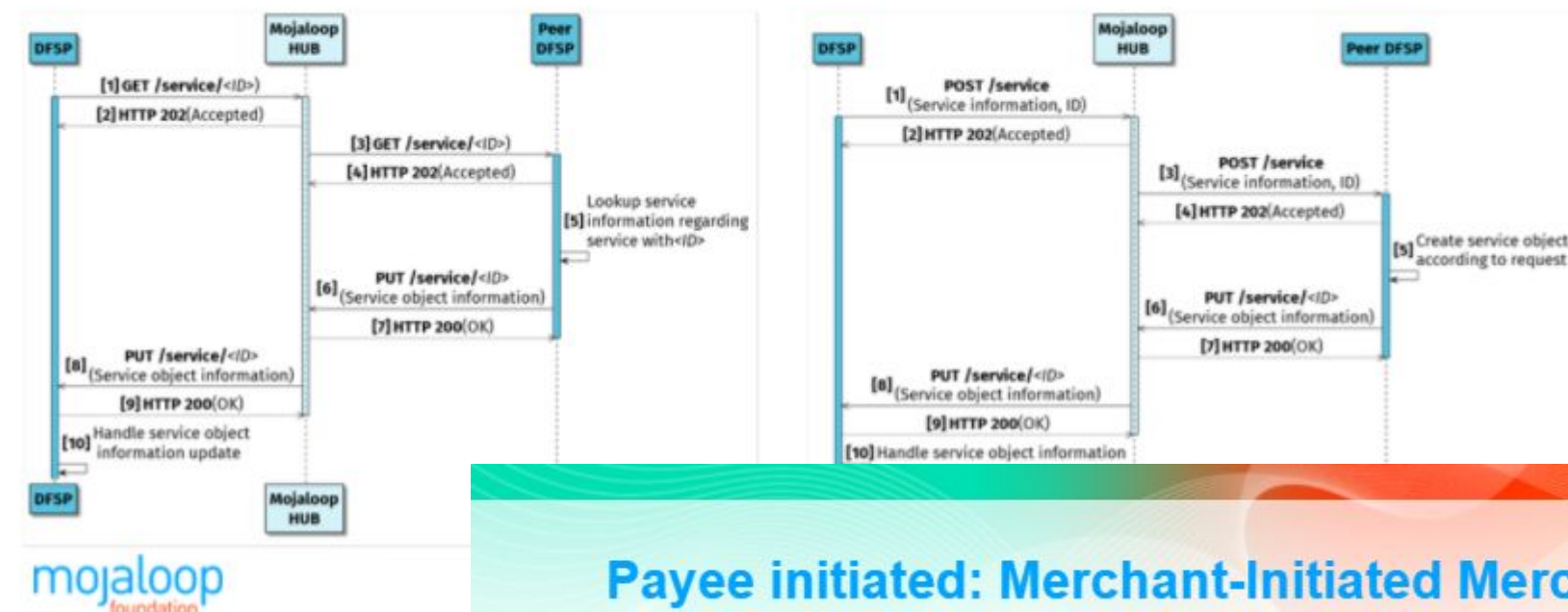
Ownership Model	Operating Model	Use Case Launch Roadmap	Participation Model
Governance Model	Settlement Model	Scope of Fraud Utility	Payee Identifiers
Common Scheme Brand	Connection to other systems	Scheme Exception Handling	Pricing Considerations

mojaloop
foundation

MOJA 102 - Mojaloop API and use cases teaser

Mojaloop API overview: HTTP methods

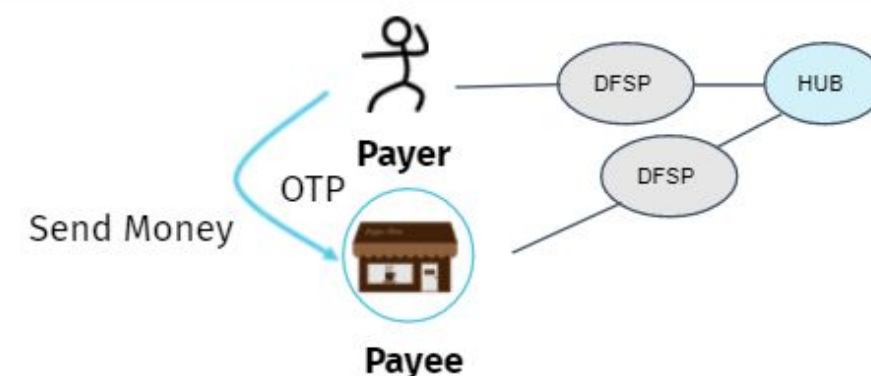
- **GET** – Get information about a previously created object
- **POST** – Create an object
- **PUT** – Always used as callback to a GET or POST
- **DELETE** – Delete a previously created object (**only** for Account Lookup System)



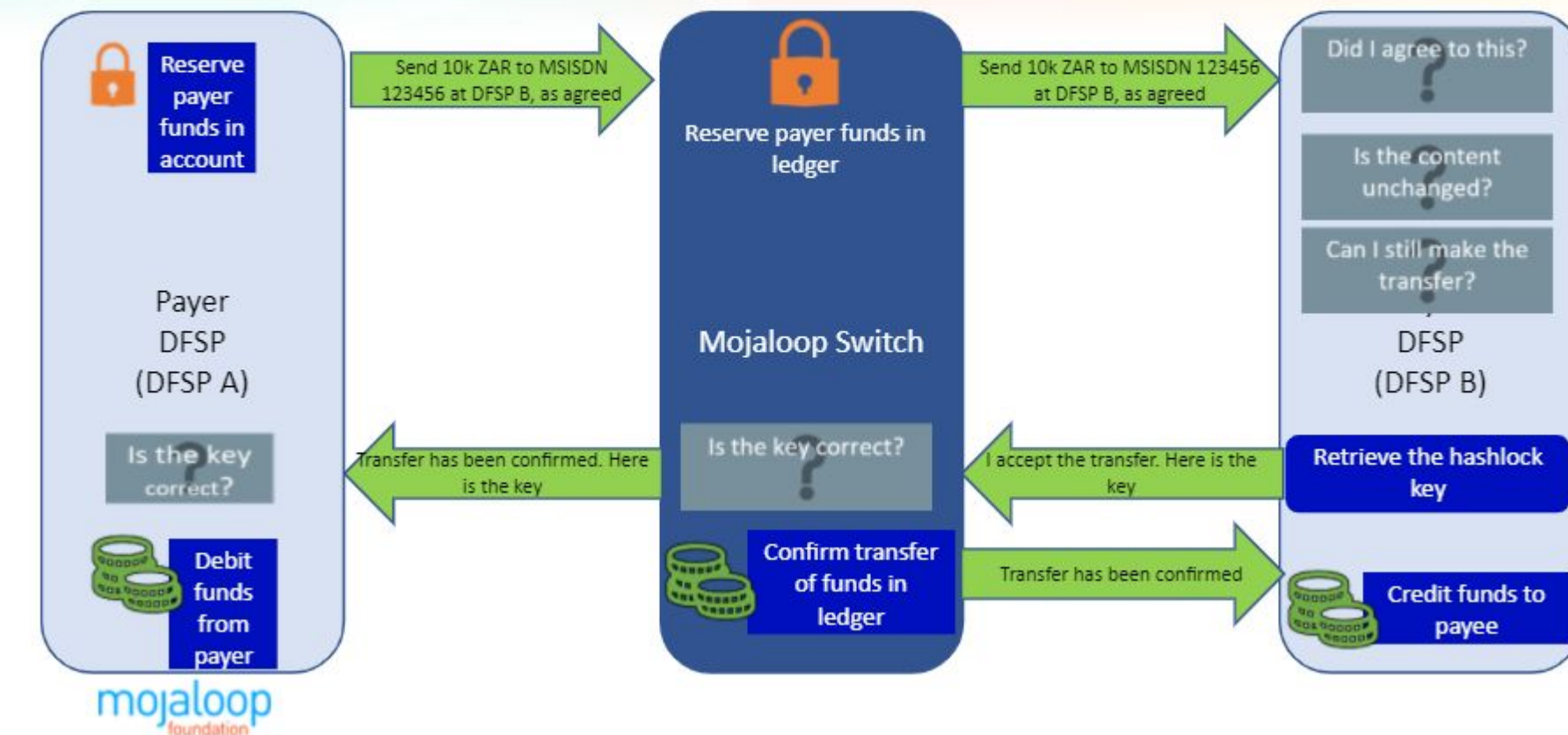
Payee initiated: Merchant-Initiated Merchant Payment -POS

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



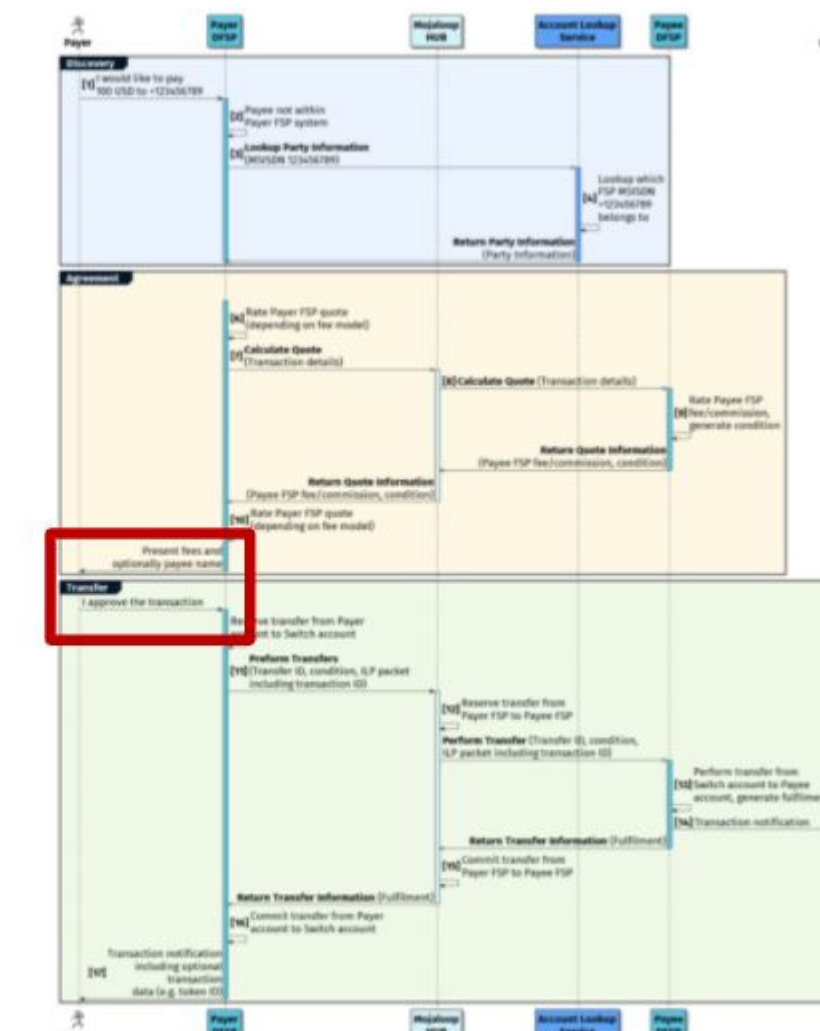
mojaloop foundation

Mapping a high-level transfer to API calls

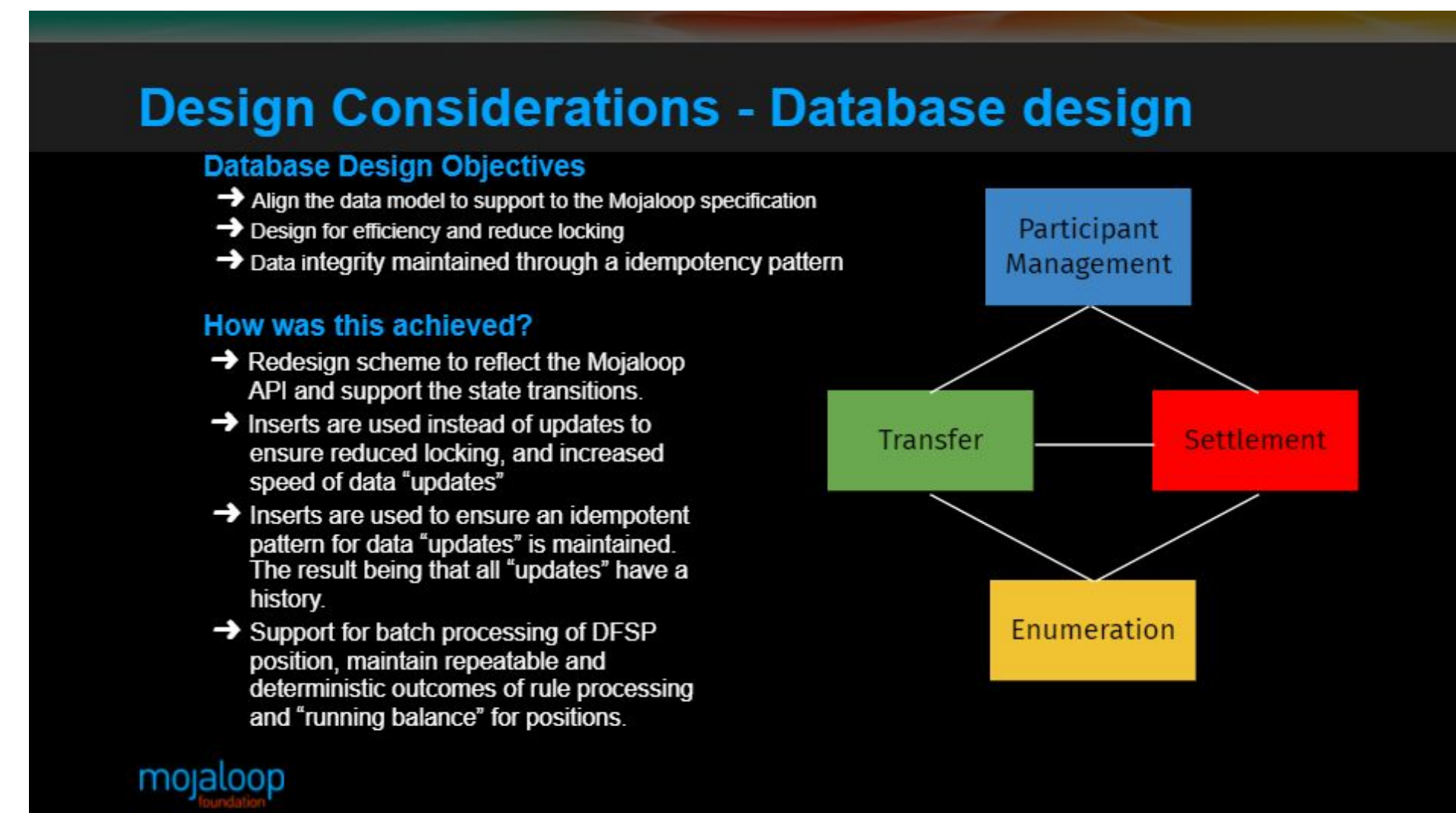
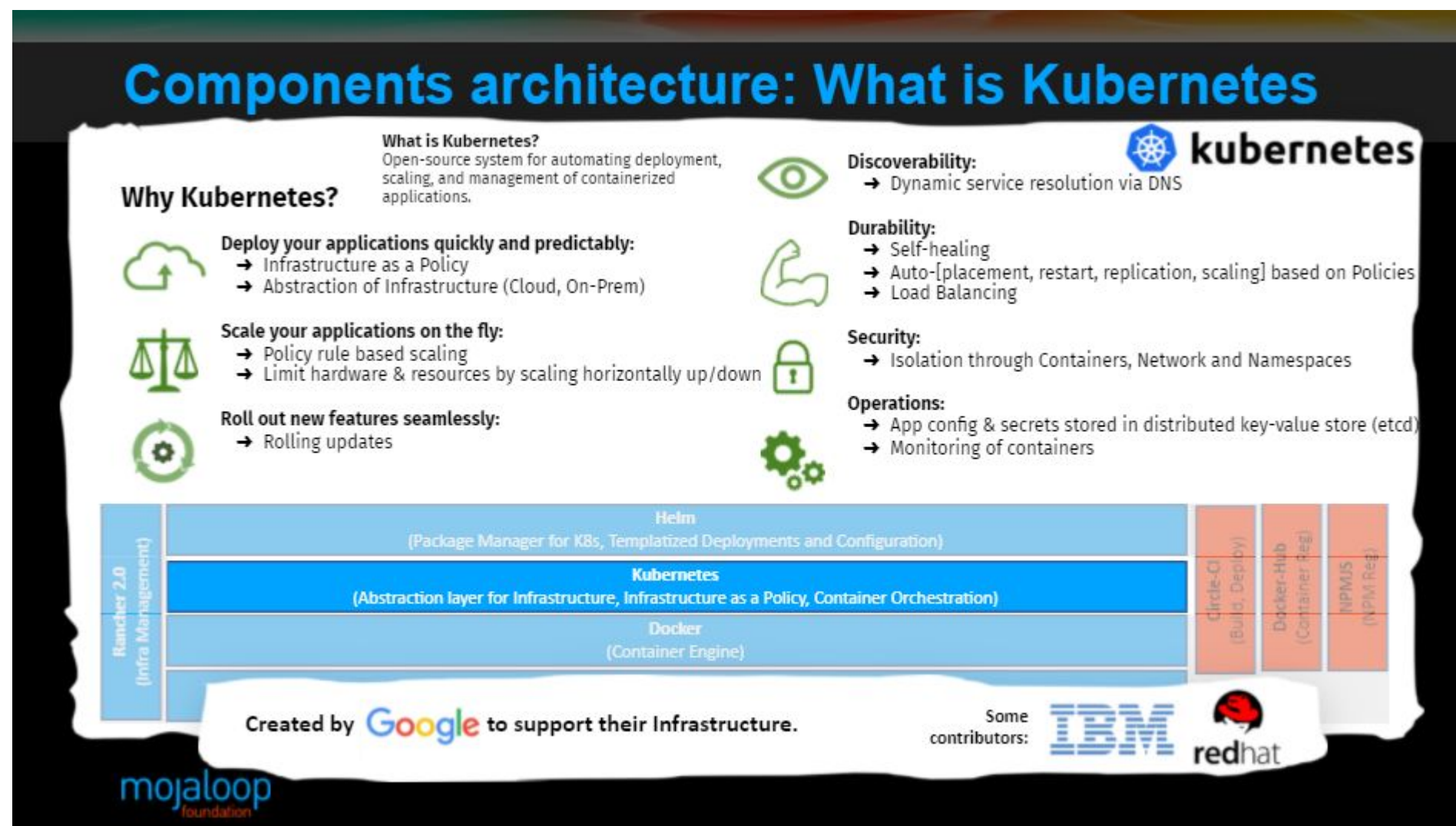
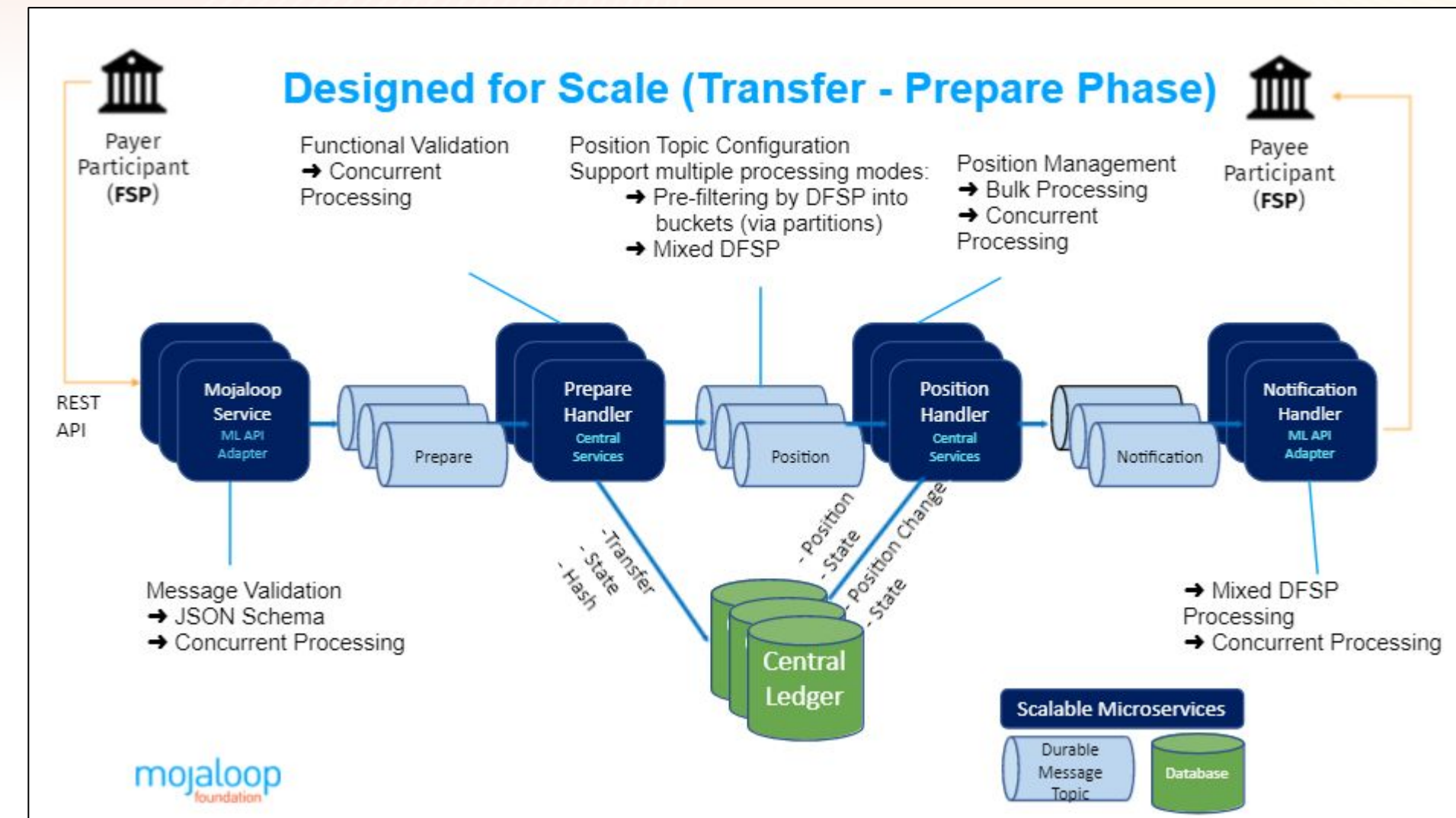
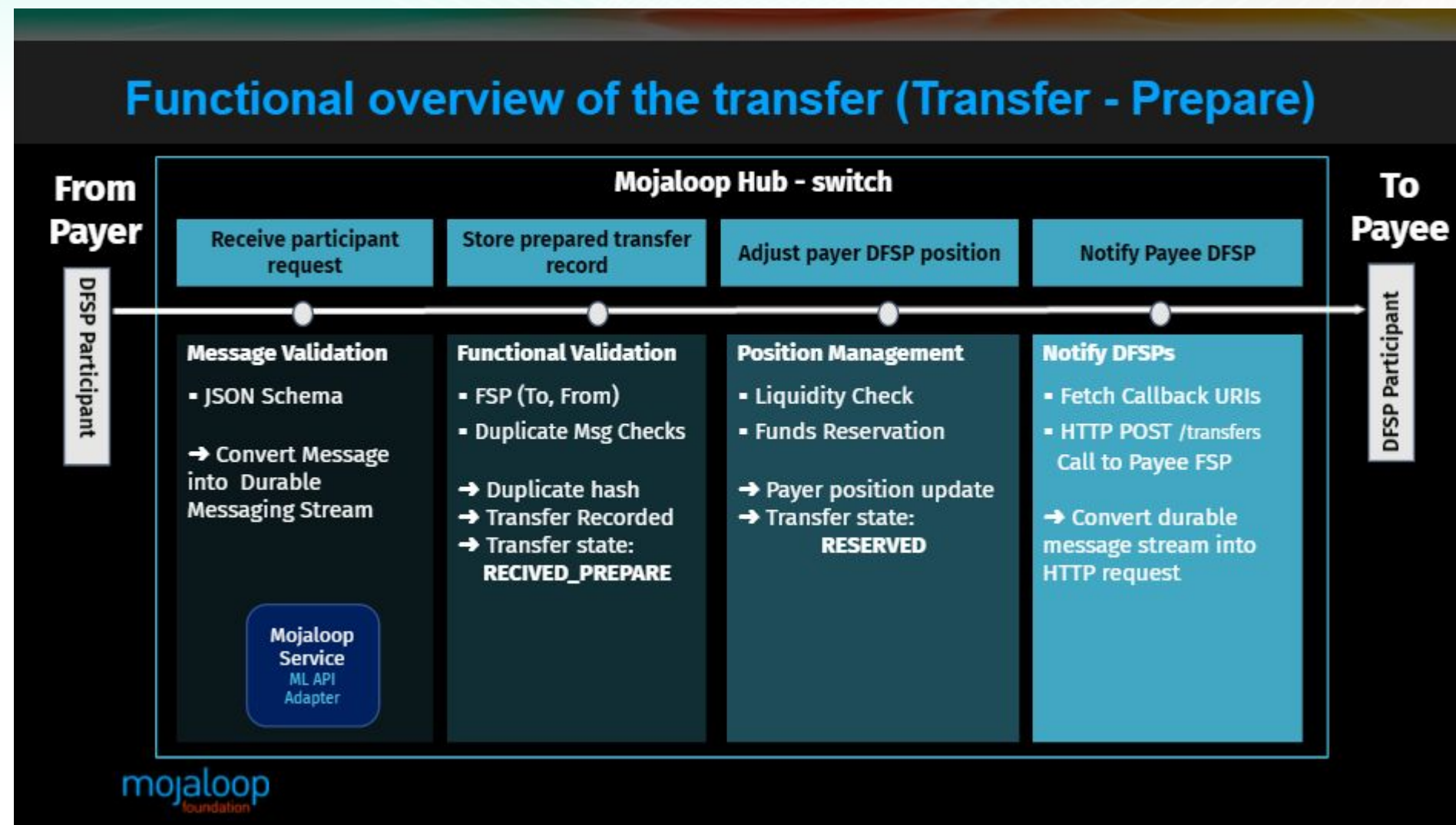
DISCOVERY

AGREEMENT

TRANSFER



MOJA 103 - Mojaloop Technical Overview Teaser

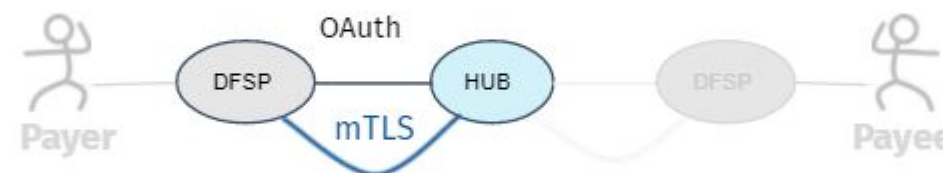


Moja 104 - Mojaloop Security Overview Teaser

Mojaloop API security: Secure Communication between DFSP and Hub

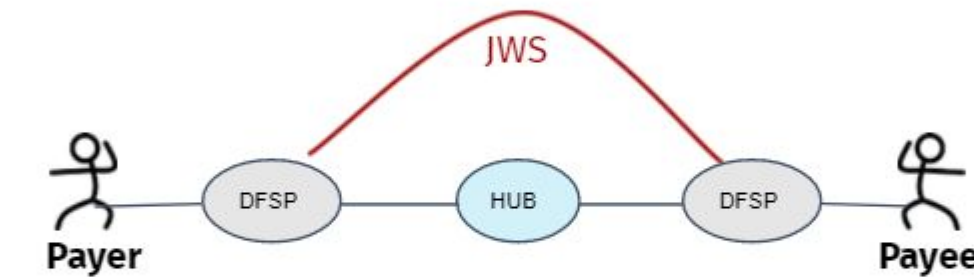
Mutual Transport Layer Security (mTLS)
secures the communication channel for
bi-directional asynchronous connections

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

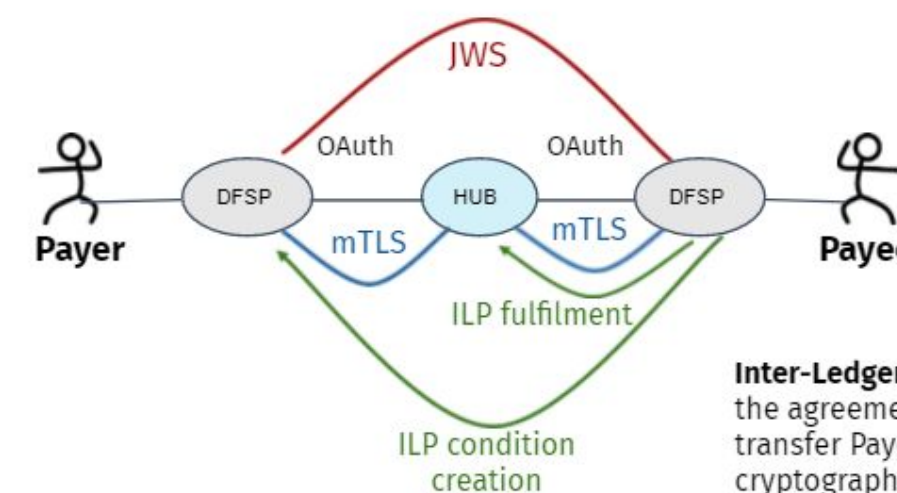
Mojaloop API security: Are you who I think you are?



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.