

PSD2 CARDS



CHALLENGES,
INSIGHTS
and DISCUSSION

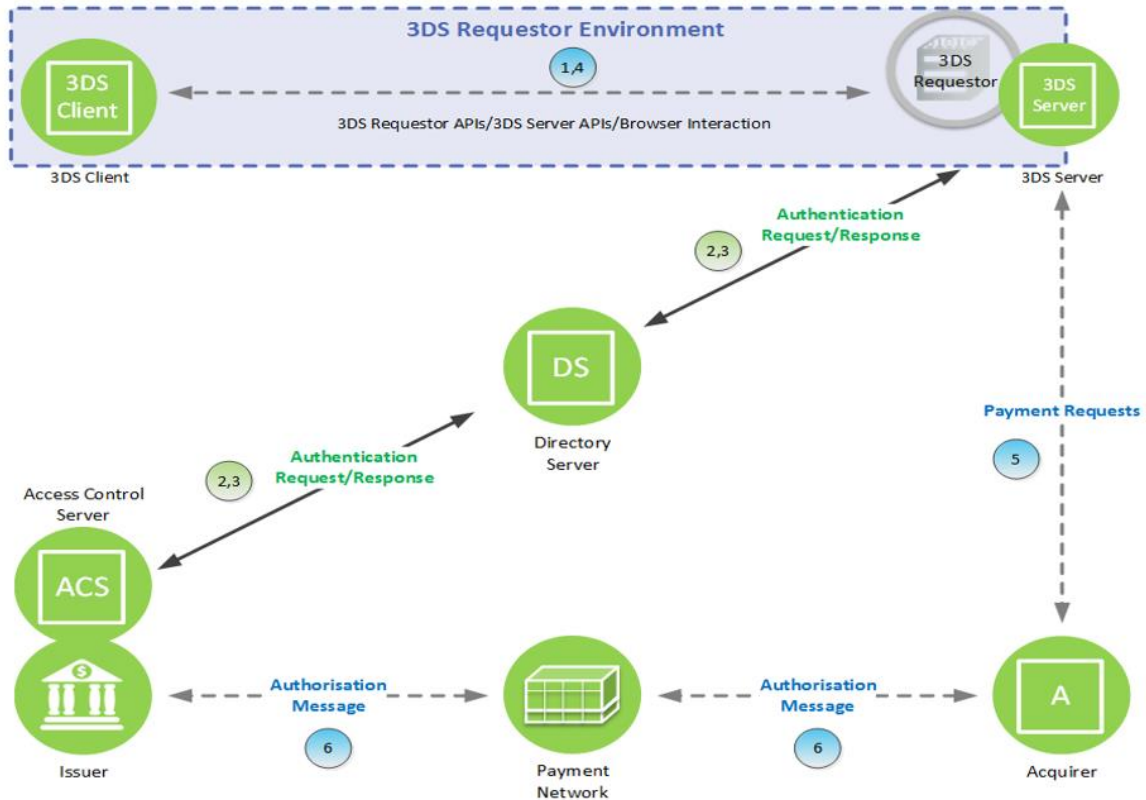


Merchant
Services



3DS 2.0 Flow

Frictionless Flow Diagram

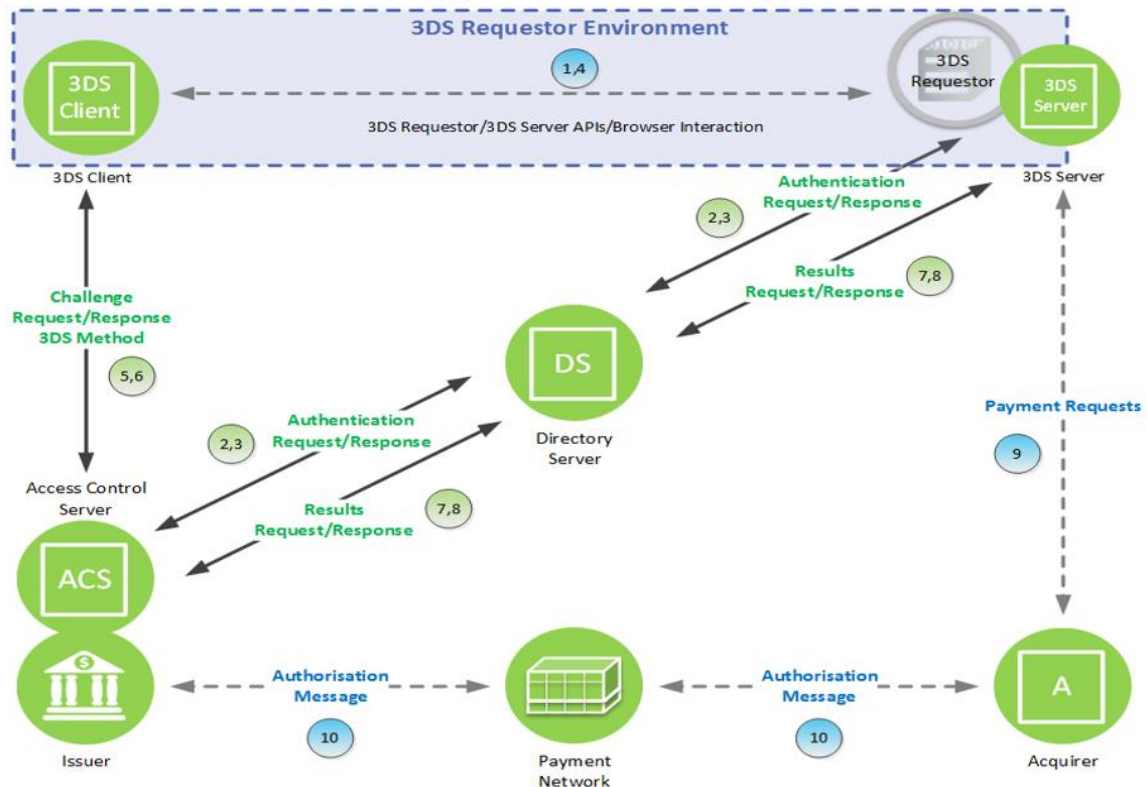


Frictionless Flow Steps

Start: Cardholder—Cardholder initiates a transaction on a Consumer Device. The Cardholder provides the information necessary for the authentication (Cardholder entry or already on file with the Merchant).

- 3DS Requestor Environment (Merchant)**—The merchant provides the required data to the MPI.
- 3DS Server (MPI) through DS to ACS**—Using the data provided to the merchant by the cardholder, the MPI forwards this data to the DS which in turn passes this on to the ACS.
- ACS through DS to 3DS Server**—The ACS evaluates the data received from the DS, the ACS determines that the data provided is sufficient to warrant no further cardholder interaction.
- 3DS Requestor Environment**—The MPI confirms to the merchant that a successful authentication has taken place, and no further cardholder interaction is required.
- Merchant and Acquirer**—The merchant sends an authorisation request in to the acquirer/the merchant receives an authorisation response from the acquirer.
- Payment Authorisation**—The acquirer sends an authorisation request to the scheme who forward it on to the issuer/the scheme responds to the acquirer with the issuers response.

Challenge Flow Diagram



Challenge Flow Steps

Start: Cardholder—Cardholder initiates a transaction on a Consumer Device. The Cardholder provides the information necessary for the authentication (Cardholder entry or already on file with the Merchant).

- 3DS Requestor Environment(Merchant)**—The merchant provides the required data to the MPI.
- 3DS Server(MPI) through DS to ACS**—Using the data provided to the merchant by the cardholder, the MPI forwards this data to the DS which in turn passes this on to the ACS.
- ACS through DS to 3DS Server**— The ACS evaluates the data received from the DS, the ACS determines that the data provided is insufficient and requires further cardholder interaction.
- 3DS Server to 3DS Requestor Environment** – The MPI confirms to the merchant that further cardholder interaction is required.
- 3DS Client to ACS** – Using the cardholder data already provided a challenge request is sent to the ACS.
- ACS to 3DS Client** – The ACS requests the necessary two factor authentication data from the cardholder.
- ACS through DS to 3DS Server**—The ACS confirms to the MPI via the DS the result of the challenge.
- 3DS Server through DS to ACS** – The MPI confirms to the ACS via the DS that it has received the results of the challenge.
- Merchant and Acquirer**—The merchant sends an authorisation request in to the acquirer/the merchant receives an authorisation response from the acquirer.
- Payment Authorisation**—The acquirer sends an authorisation request to the scheme who forward it on to the issuer/the scheme responds to the acquirer with the issuers response.