# G2P 3.0 A Future For Government Payments



May 2018 Silvia Baur-Yazbeck and Gregory Chen

Most focus and momentum is here; yet significant limitations and risks.

G2P 3.0 delivery over multiple channels and choice

G2P 2.0 digital delivery over a single channel

G2P 1.0 cash delivery





# G2P includes a variety of (one-to-many) payments

Social protection and social safety net programs

Subsidies (e.g. in agriculture) or fee waivers

Salaries and wages to public officers and workers

Focus of this concept and case studies is on social protection programs; though other G2P payments are important flows, too, adding to the volume of digital transfers.



# Social protection programs are moving from in-kind to cash (G2P 1.0), and from cash to digital transfers (G2P 2.0)

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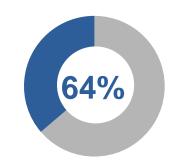
Between 2010 and 2017, digital social transfers...

increased by 300%

to more than US\$194 billion per year

# In 2014, **US\$111 billion**

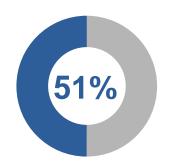
of government transfers (64%) were transferred digitally into accounts.



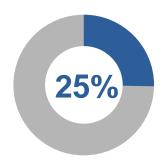


In 2015, **221 million** 

social transfer recipients (51%) received payments digitally into an account.



Over 25% of low income countries transfer G2P payments electronically.





### G2P 2.0 comes with benefits

# Reduced delivery costs



The Mexican Government saves an estimated US\$1.3 billion per year, or 3.3% of it's total expenditure, on wages, pensions and social protection transfers.

### **Transparency**



The Government of India has saved US\$7.6 billion in two years, mostly through the removal of duplicate beneficiaries.

# More value for citizens



Around the world, research shows that the digitization of cash transfers saves recipients time and money.

And reduced leakage increases the amount received by end recipients.

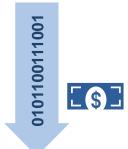


# But G2P 2.0 has limitations: often there is only partial digitization

# **Government Programs**



This aspect is digitized









Getting money from the provider to the recipient is not always digitized.





# But G2P 2.0 has limitations: limited choice and longer distances

Government Programs



**Providers** 

Access Points













**PROVIDER X** 







"I'll be gone for a while. I have no choice but to travel many kilometers."







# But G2P 2.0 has limitations: individual provider contracts

# Government Programs

Multiple timebound dedicated contracts, bespoke technology, closed loop systems, lengthy and opaque procurement.

**Providers** 































# G2P 2.0: A case of vendor dependence from South Africa

South Africa's largest social protection scheme, managed by the South Africa Social Security Agency (SASSA), has relied on a contract with a single provider (Net1) since 2012.

This contract was due to expire by end of in 2017 and a suitable arrangement between SASSA and Net1 was hard to find. This left the 17m SASSA recipients unclear and concerned whether they would continue to receive their payments.

The Constitutional Court allowed Net1 to continue paying grants until March 2018 so that SASSA could appoint a new service provider. Since April 2018, SASSA pays grants both in cash and through their Postbank account into personal bank accounts.



"Judging by what I have seen in townships and villages across the country, when beneficiaries stand in long snaking queues waiting to be paid, there could well be serious tensions if people do not receive their grants." — Milton Nkosi, BBC, 03/14/2017





# G2P 3.0: Move away from single channel delivery

Government Programs





















**Providers** 









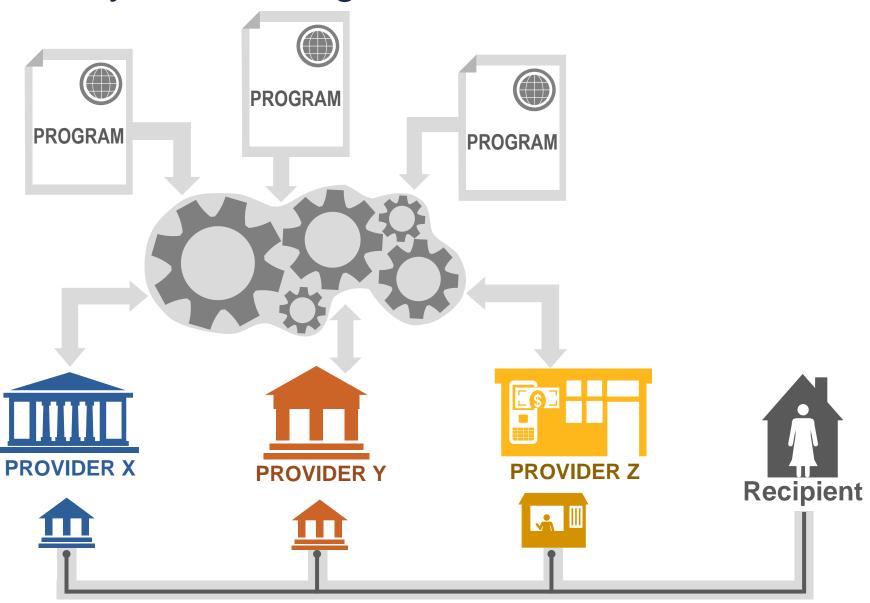
# G2P 3.0: Focus on systems design

**Government Programs** 



**Providers** 





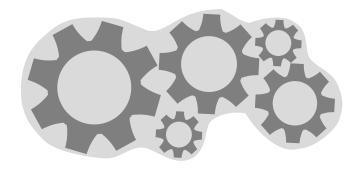
# G2P 3.0: Scope of systems design



### **Government Programs**

Program management is separate from the systems design and includes:

- Enrollment
- Eligibility criteria
- Case management



### **Systems Design**

Main task of systems design is to connect the payments leg and includes:

- National payment systems (including clearing and settlement)
- A "plug and play" payments portal for government
- Mapping of recipient ID number with landing accounts



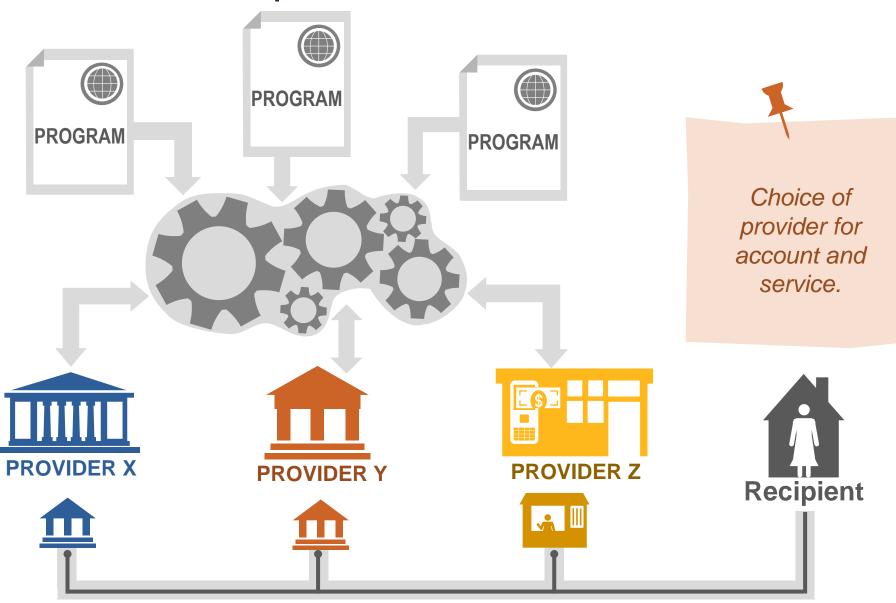
# G2P 3.0: Recipient choice of providers

Government Programs

Systems Design

**Providers** 





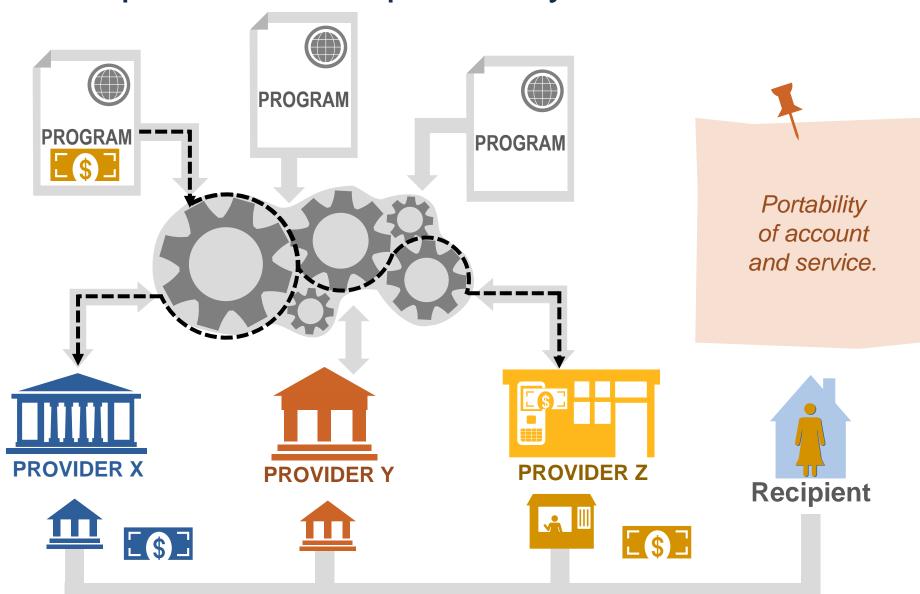
# G2P 3.0: Enable recipient account portability

Government Programs

Systems Design

**Providers** 





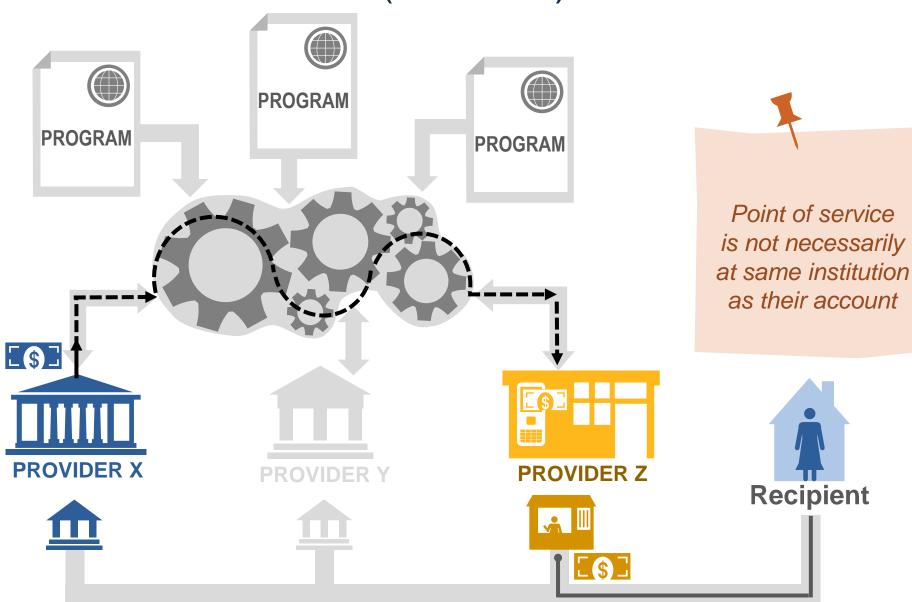
# G2P 3.0: Recipient level of choice (cash out)

Government Programs

Systems Design

**Providers** 





# G2P 3.0: No procurement or contracts with providers

Government Programs





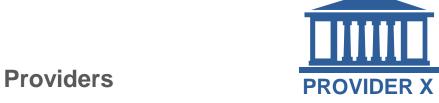


**Procurement** or Contract























# G2P 3.0: Summarizing the potential

### **LIMITATIONS OF G2P 2.0**

### POTENTIAL OF G2P 3.0

### Recipients

- No provider choice = poor service
- Little choice of access points = costly and inconvenient
- Multiple accounts/interfaces = duplication and cost

- Choose and switch providers = competition
- Choice of service points = lowers cost of access and adds convenience
- Simplifies multiple payment flows from different payers

### Governments

- Vendor dependence
- Heavy burden on procurement
- Higher unit costs (closed loop; single use cases)

- Leverages multiple providers
- No need for procuring providers
- Larger transfer volume, integratedin system = lower costs

### **Ecosystem**

- Incentivizes government contract seeking
- Locks in closed loop non-interoperable system

- Shifts provider focus from government to recipient
- Incentivizes interoperability



# G2P 3.0: Not without challenges

### THE CHALLENGES

Requires a **systems level view** to connect payments, ID systems and government programs

Development of a clear design and promotion of cross-government collaboration

Tailoring to the potential of each **specific context** 

Incentives for private providers to join a shared delivery ecosystem

### **POTENTIAL OF G2P 3.0**

### Recipients

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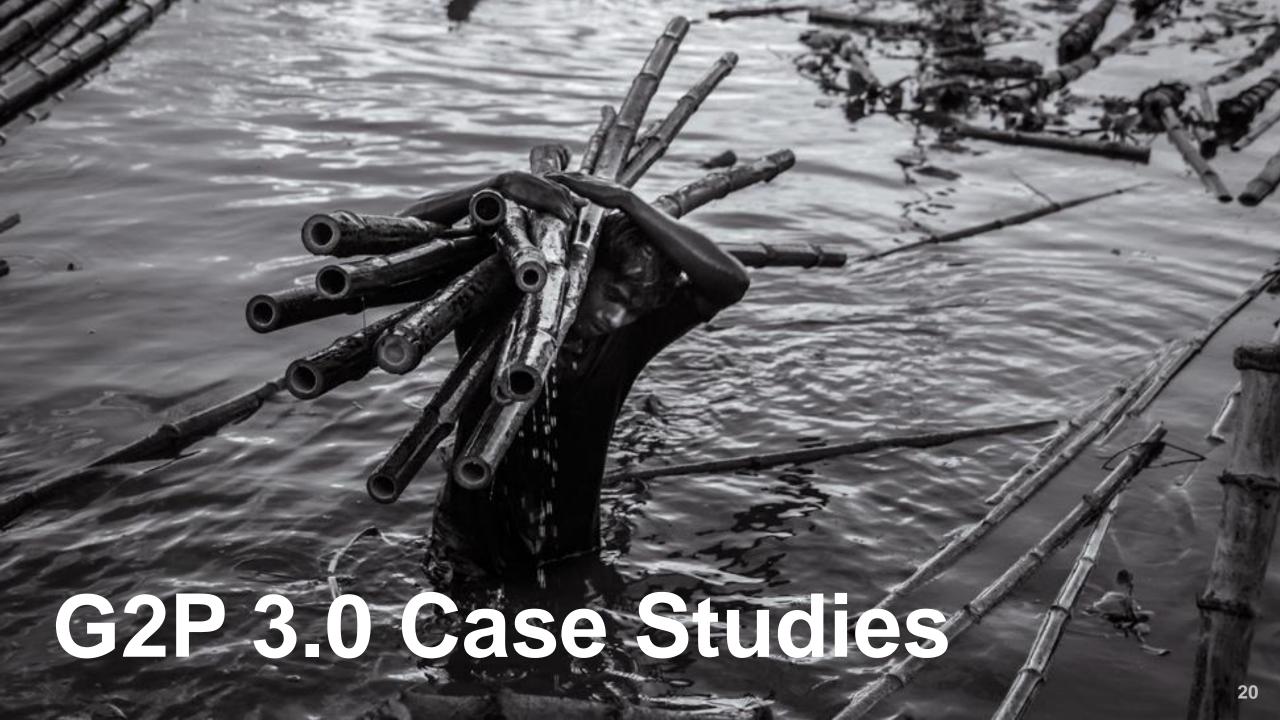
### Governments

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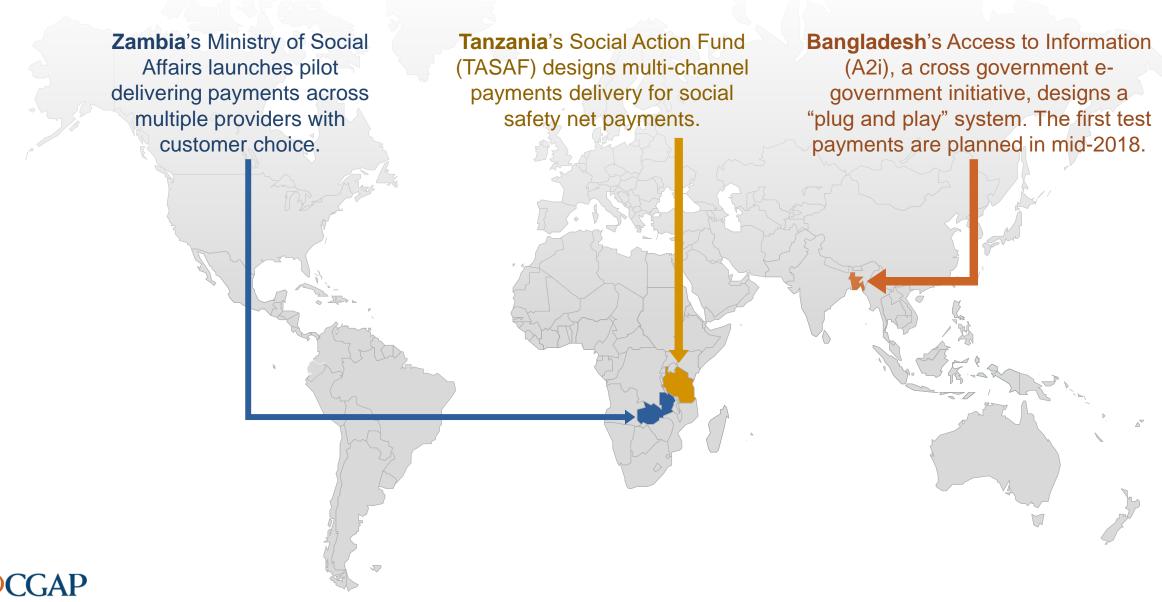
### Ecosystem

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# G2P 3.0: Three early case studies



## G2P 3.0: The Zambia case so far



### **Government Program**

Girls Education and Womens' Empowerment and Livelihood Project (World Bank)

- Total of two cash transfers per recipient
- Use software for program management (enrollment, etc)



### **Systems Design**

Ministry of Community Development and Social Services

- Use software to manage payments
- Two-staged payments process: Prefund providers, then recipient accounts

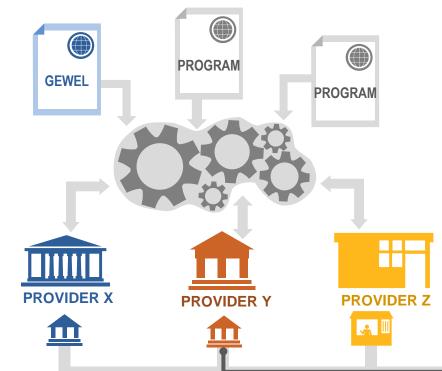


### **Providers**

5 participating providers



Recipients can
choose a provider but
have to go to that
provider's access
points. Portability is
not yet enabled.
The system is
operated and owned
by the Ministry.





75,000

Recipients
in first pilot



# G2P 3.0: The Bangladesh case so far



### **Government Program**

### **Ministry of Social Welfare**

- Piloting payments in one program
- Seed database with ID



### **Systems Design**

### **Ministry of Finance**

Treasury payments

### **Bangladesh Bank**

Payments switching

### **Election Commission**

- National ID
- Biometric authentication

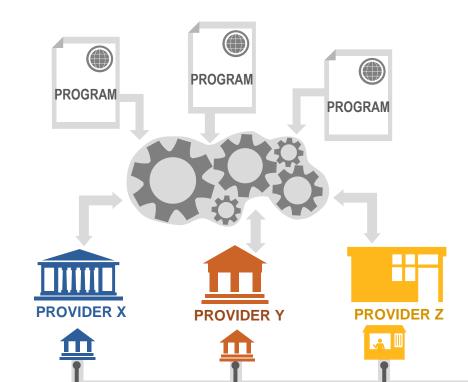
### A2i @ Prime Ministers Office

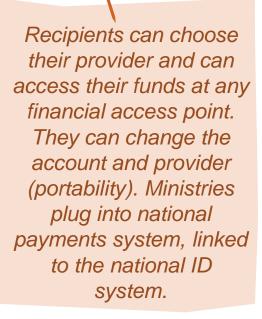
Building a mapper linking recipient
 ID number and bank account



### **Providers**

Any provider who participates in the national payments system can 'plug in'









### Bangladesh, Tanzania and Zambia all shared the same goals

- Choice for recipient on where to get an account and portability
- Choice for recipient about where to cash-out

### **Design centered on 4 key pieces:**



### Scope

Systems may include both payments leg and broader G2P program management. This is driven heavily by which institution is championing the effort.



### Interoperability

Leveraging available payments interoperability or building workarounds. This design is driven by what is available.



### Identification

Whether leveraging a digital ID is possible and important for program design.



### **Provider Incentives**

How to incentivize and engage providers for participation in the system.





### SCOPE

- Bangladesh: Effort focused solely on payments piece; recruits government programs who can plug and play into system. Reflects A2i's cross-cutting function. Requires more government coordination, but comes with less near term pressures.
- **Tanzania and Zambia**: Efforts focused on improving design of G2P program enrollment and entitlements alongside payment delivery. Broader scope reflected having the social protection programs themselves lead the design.





### INTEROPERABILITY

- Bangladesh: Existing payments system included 50 banks (though no DFS providers). Decided to focus on leveraging existing system to bring in DFS players and promote interoperability. Longer play.
- Zambia: Very limited existing interoperability among banks and non-existent for DFS players. Created a two-stage workaround to pre-fund providers, then fund individual accounts. Short run expediency but unclear if the approach promotes longer term interoperability.





### **IDENTIFICATION**

- Bangladesh and Tanzania: Latent potential for digital IDs and initial design seeks to leverage this capability by using national ID database for customer verification (for account opening) and authentication.
- Zambia: Few prospects for a digital ID and thus became less important within design.





### PROVIDER INCENTIVES – three very different and unproven approaches

- Bangladesh: Require providers to join interoperable scheme to participate.
   Decided against requiring recipients to pay cash-out as politically difficult.
   Instead, will try to pay 5% to issuing banks on payment delivery whilst acquiring banks will earn on interchange.
- Zambia: Avoided paying anything to providers directly and therefore avoided procurement. Instead top up grant payments with cash-out fee that recipients pay to providers. Engage providers in monthly payments meeting to ensure awareness. Succeeded in getting 5 providers to participate and bilateral technical integrations have been reasonably manageable. More providers may join.
- Tanzania: Intent is that programs procure multiple providers who each provide a complex package of products/services that go beyond basic account and payment.
   There may be some regional allocation of territories to different providers.



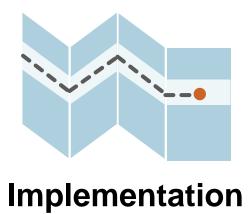
# G2P 3.0 Design Sample Terms of Reference

# G2P 3.0 Sample Terms of Reference



As-Is Context Assessment







# G2P 3.0 Sample Terms of Reference: Team Composition

### Designing G2P 3.0 by necessity involves a cross section of skills that can include:

- Payment systems: experience assessing, building and/or regulating country-level payment systems; specific skill sets that can see the big system picture and have the technical depth to assess viability of ideas.
- Social protection operations: experience building and managing social safety net programs and how they work operationally; ideally experience in the local context.
- Identification (optional): technical expertise in how ID systems can link to payment systems and G2P payments. This is critical in markets where biometric and digital ID systems are being built or used; less important in environments without new digital ID systems in the near future.

- Financial sector regulation: broad understanding of banking regulations, AML/CFT and payments regulations.
- (Local) financial sector knowledge: experience working with a range of banks, microfinance institutions, payment providers and mobile money operators; critical is understanding of their distribution networks and agents.
- Recipients: deep understanding of social and economic behaviors and context of program recipients; strong feel for variety of financial literacy, digital literacy, access to mobile phones, access to banking system, including social barriers.
- Software: experience assessing and building databases and government program management software.



# G2P 3.0 Sample Terms of Reference: As-is Assessment

The as-is assessment is a fact gathering and technical review phase. The goal is to determine how things work today and what assets exist already. This assessment would cover a wide range of critical areas:

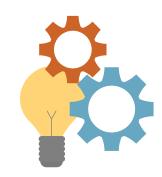


- G2P programs: number, volume, payments delivery, ministries and departments, operations, regions/geography.
- **Payment systems**: existing and planned payment switches, clearing and settlement systems, ATM systems, Point of Sale merchants, significant bilateral agreements, significant aggregators.
- **Financial sector**: summary of most significant providers in terms of reaching potential G2P clientele covering banks, microfinance institutions, cooperatives and non-bank mobile money schemes; requires deep attention to their cash-in and cash-out networks of branches, ATMs and agents.
- Financial sector regulation: banking, microfinance, payment systems and AML/CFT.
- **ID systems**: coverage of population, quality, and if digital, the ability to link with payment systems for account opening and payment authentication.



# G2P 3.0 Sample Terms of Reference: Systems Design

The systems design stage brings all facts on the table to consider choices and to optimize. It is critical that stakeholders identify their own priorities early on because each design choice has consequences and possible tradeoffs. Design choices need to be further vetted for technical viability. Ultimately, the design choices involve carefully calibrated judgements about objectives and the viability of key choices.

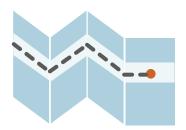


- Re-affirm key stakeholders' objectives: Is the goal to digitize one G2P program or are there aspirations to digitize many of them? How much time does the key champion or stakeholder have a few years or a decade ahead? Does the champion aim to influence eGovernment and digital finance nationally; or are there imperatives to digitize something more close at hand?
- **Design**: this is more art than science. Putting all the as-is facts on the table, the systems design team might come up with 2-3 possible scenarios and debate key choices and tradeoffs.
- Technical vetting: once a preferred design is identified, this will need a deeper technical
  vetting to validate key assumptions and do a diligent technical viability assessment.



# G2P 3.0 Sample Terms of Reference: Implementation

Once design is settled, implementation can begin. This can be a separate stage of the work but is vitally critical. Inevitably, small (and sometimes large) systems design changes happen along the way.



- Identify and task an implementation team: this can include members of more than one institution, but a consistent and persistent team is needed to make things happen. Under ideal circumstances progress can happen in 1–3 years, but often it takes longer.
- **Build a roadmap**: there is a sequence of steps that need to happen, many in parallel, but can be tackled by doing critical path steps first.
- Adjust: inevitably the design will meet with challenges; some big and many small. The implementation team will need to be able to adjust implementation, while recognizing that some changes may fall short of the original objectives set out in the systems design.





# A Direct-to-Citizen Payments System for Bangladesh

In 2016-2017, CGAP helped an initiative of the Government of Bangladesh to identify a more effective and efficient system for delivering social safety net payments to their citizens.

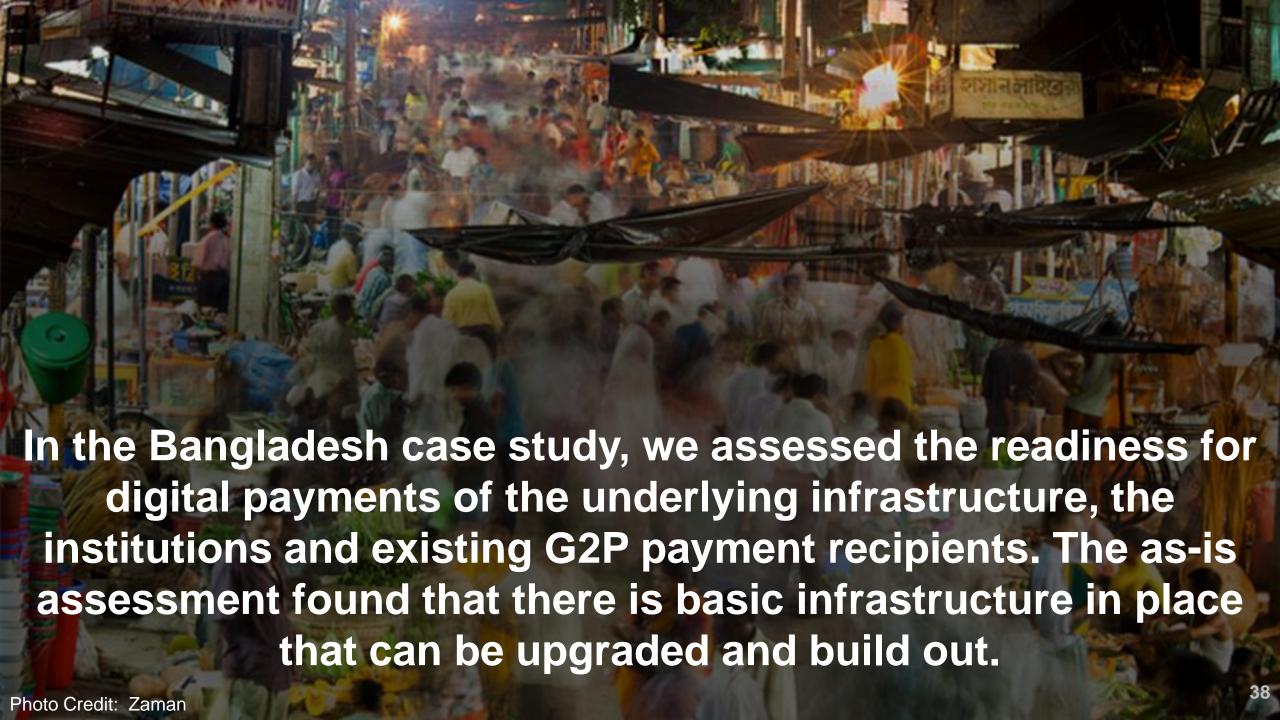
To do so, the initiative wanted to **move beyond simply digitizing payments and overhaul the whole payments architecture** to achieve the following:

- Enable choice (in terms of provider, access point and payment modality) and convenience for recipients;
- Put in place a single government payments system and payments portal;
- Leverage and build out existing infrastructure, e.g. link payments to national ID database;
- Promote a more open payments system and interoperability.

CGAP helped identify how this new architecture would look and how the existing infrastructure could be leveraged and connected by following the three step process described above.

The following slides will show some key outputs and processes.





# The as-is context offered basic infrastructure to leverage



### **Financial Access Points**

- Low POS penetration
   (192 per million citizens)
   leads to inconsistent
   acceptance of digital
   payments
- Low ATM penetration (92 per million citizens), coupled with geographic concentration
- Bank cards (60,000 per million citizens) are not widely popular
- There are 5,000 Union Digital Centers that could serve as agents and facilitate recipient onboarding

### **Payment and ID Systems**

- The National Payment Switch (NPSB) is saleable and robust but does not support real-time biometric authentication
- Only banks connect to the NPSB, no mobile financial providers, limiting interoperability
- National ID database contains biometrics and covers 95% of population, but does not link to payments system for fast and secure customer verification and authentication

### **Institutions**

- Bangladesh Bank needs more forward-looking policy interventions to facilitate digital payments
- Government offices lack technology platform to track digital payments and receipts.
- Government officers need more exposure to digital payments technology
- Banks still depend on manual and proprietary systems, very low levels of digitization

### **Citizens**

- Limited mobile phone ownership (40%), esp.
   G2P recipients (18%)
- Low levels of financial literacy
- No clear incentive of digital over cash
- Citizens spend time, effort and costs in travelling to bank branches



# Prioritize needs of stakeholder groups

The Bangladesh project team identified 9 key principles that the new G2P payments delivery system should accomplish.

First, the team evaluated the specific needs and objectives of each stakeholder group, and then prioritized the most important ones.

### **CITIZEN**

- 1. Citizen centricity through reduced time, visits and cost leads to choice
- 2. Reliability and security
- 3. Future ready

### GOVERNMENT

- 1. Shared system across government
- Leverage national ID and other existing infrastructure
- 3. Promote digital ecosystem and interoperability

### SERVICE PROVIDER

- Open system every provider can plug and play
- 2. Leveraging technological innovation
- 3. Incentivize participation



# Systems Design: Existing payments infrastructure

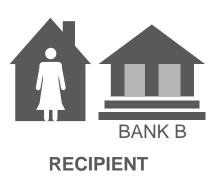














# Systems Design: Account opening and seeding



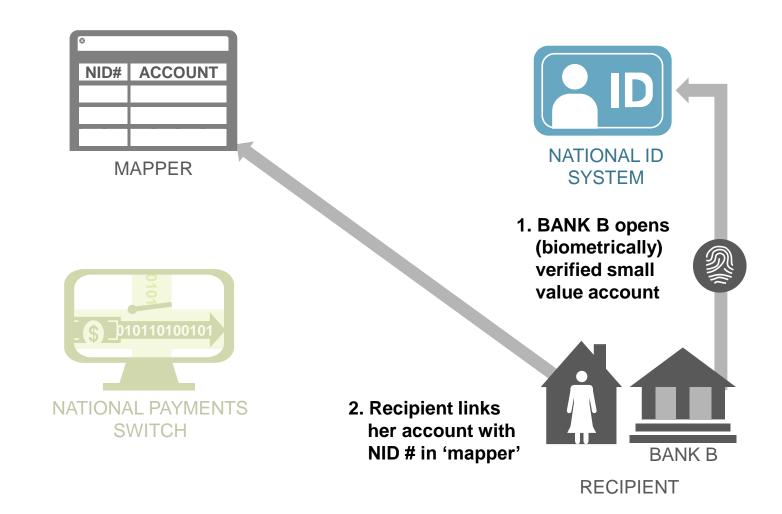
GOVERNMENT PROGRAM

3. Program links enrollment database with participants' NID# in their management system





ACCESS POINTS



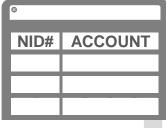


# Systems Design: Payment delivery



GOVERNMENT PROGRAM

1. Program sends payment request to mapper providing payment amount and NID #



MAPPER



2. Mapper links NID # with account information and sends payment order to the switch



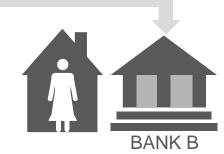


FINANCIAL ACCESS POINTS



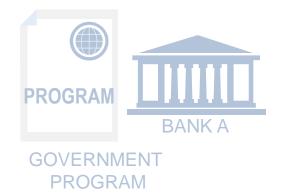
3. Payment switch executes payment transaction from schemes' public bank account to recipient account

**SWITCH** 





# Systems Design: Recipient cash-out









3. Funds are transferred to access point account



2. Identity is verified against national ID database



NATIONAL PAYMENTS SWITCH

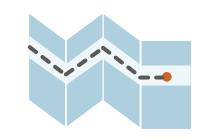
1. Recipient requests withdrawal and authenticates herself







# **Implementation**



The Bangladesh roadmap towards a G2P 3.0 payment model is staged in three phases that build on each other. The objective of these three stages is to sequentially build in more choice and convenience for the recipients. The three stages also take into account that some changes in the ecosystem will need more time to become functional.

